

FIG. 1

USAGE

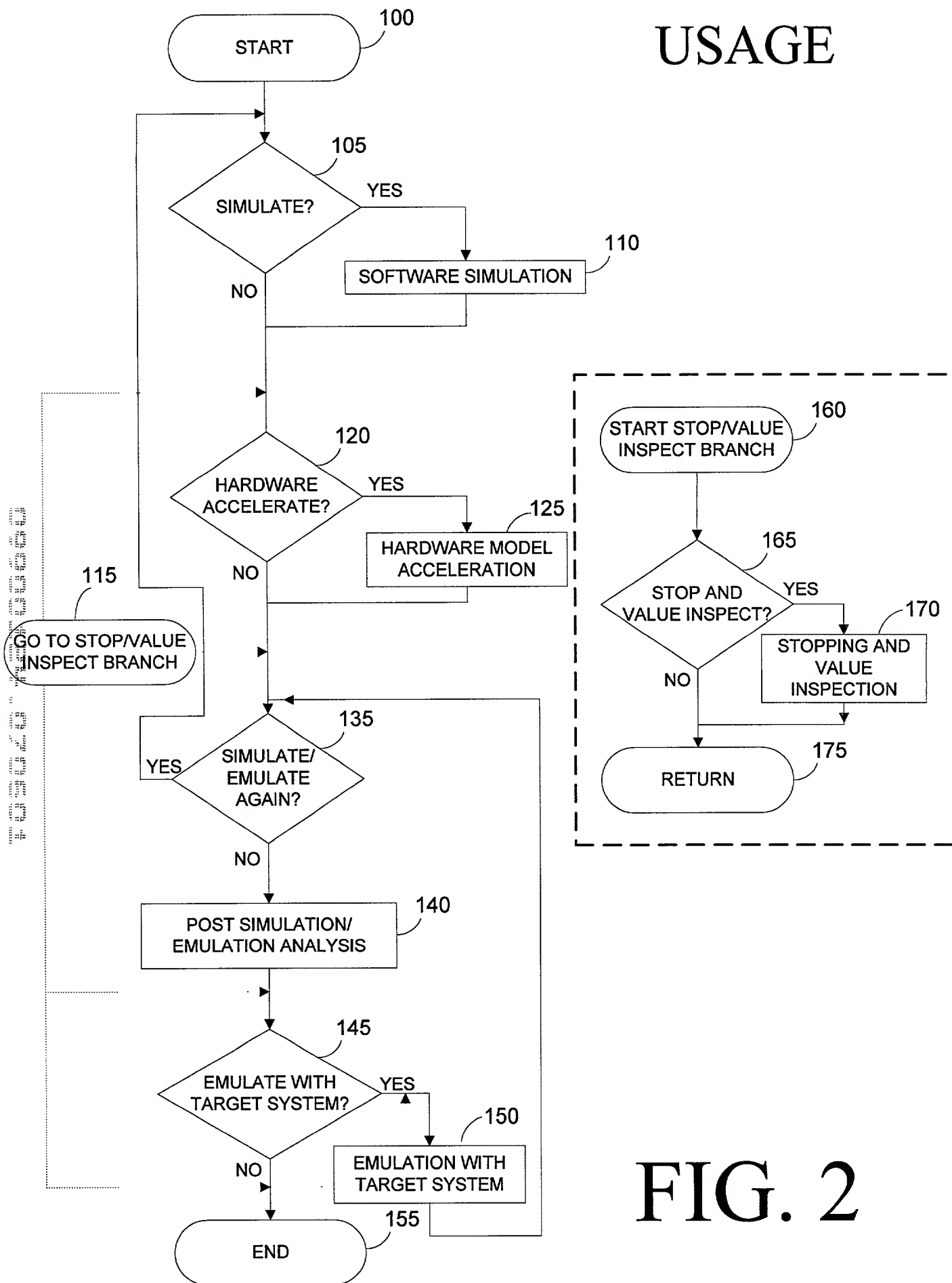


FIG. 2

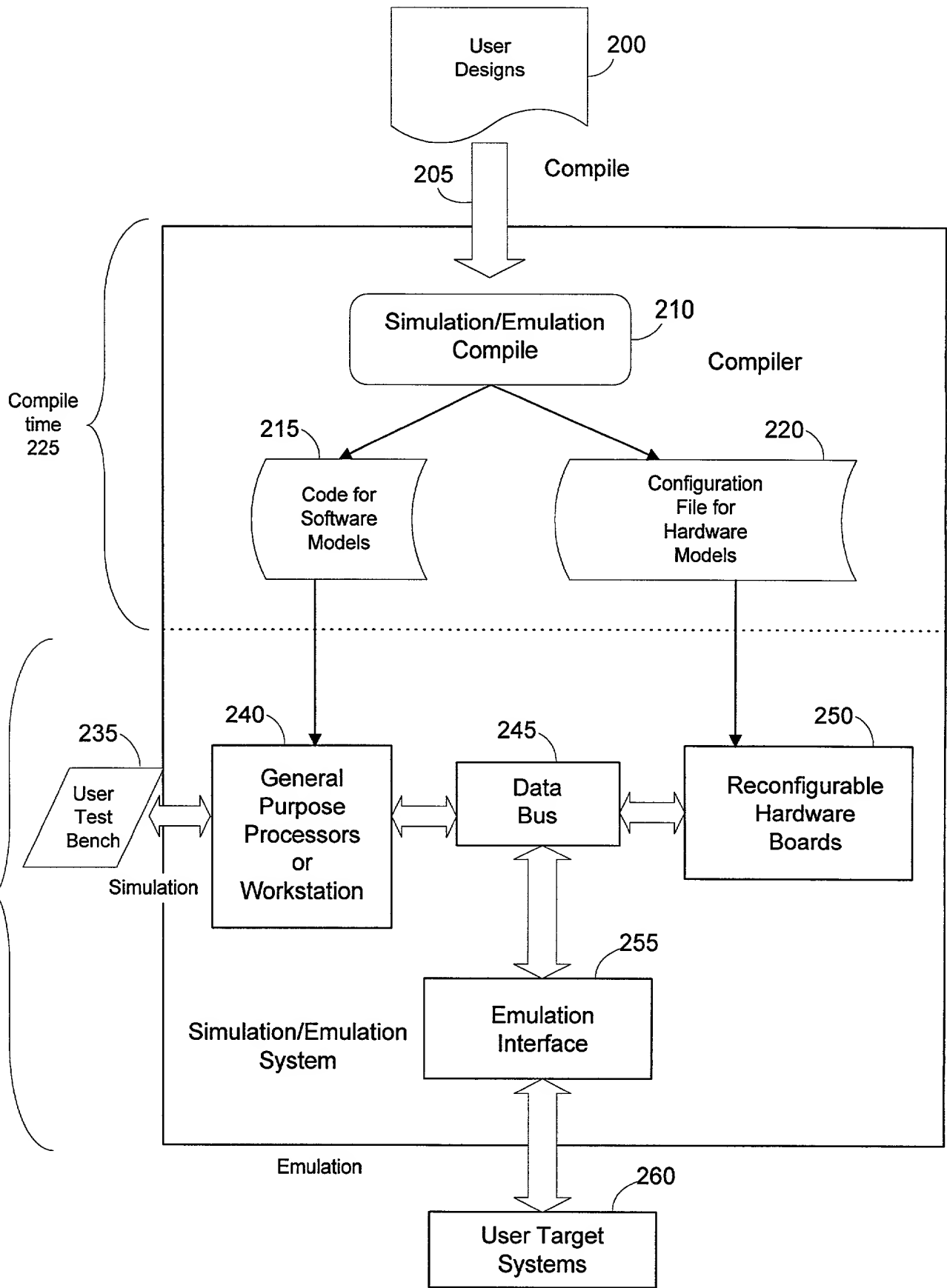


FIG. 3

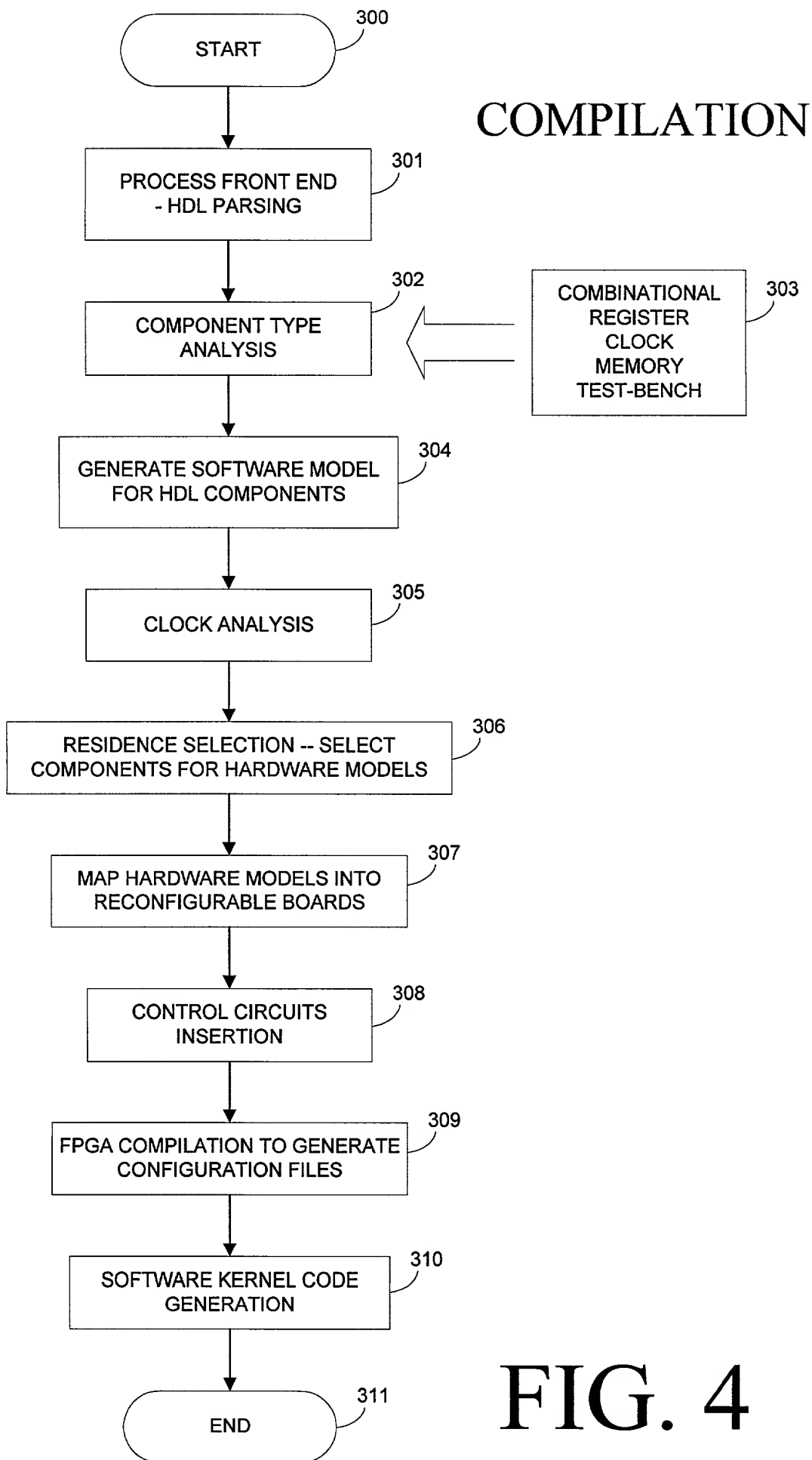


FIG. 4

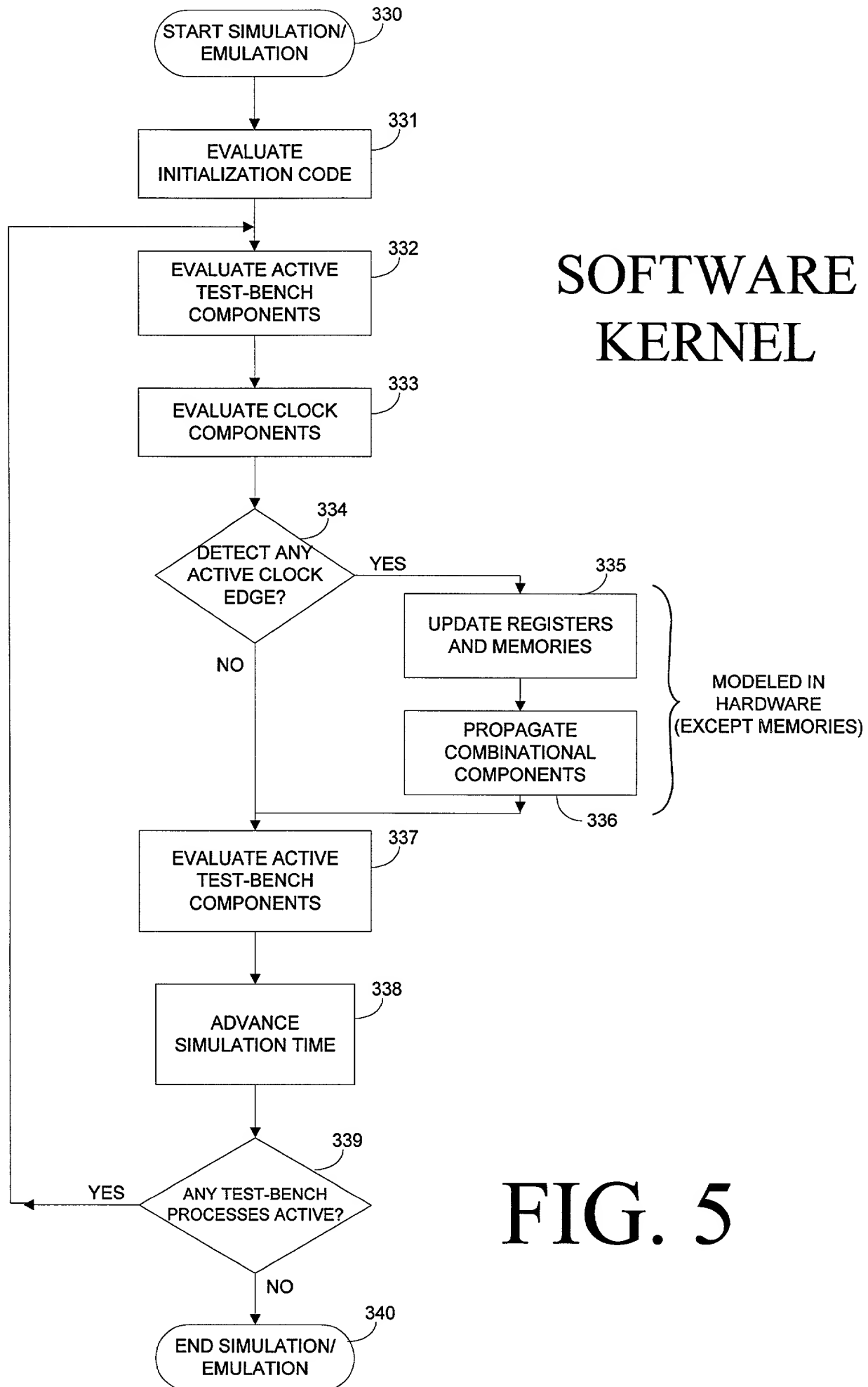


FIG. 5

MAPPING HARDWARE MODELS TO RECONFIGURABLE BOARDS

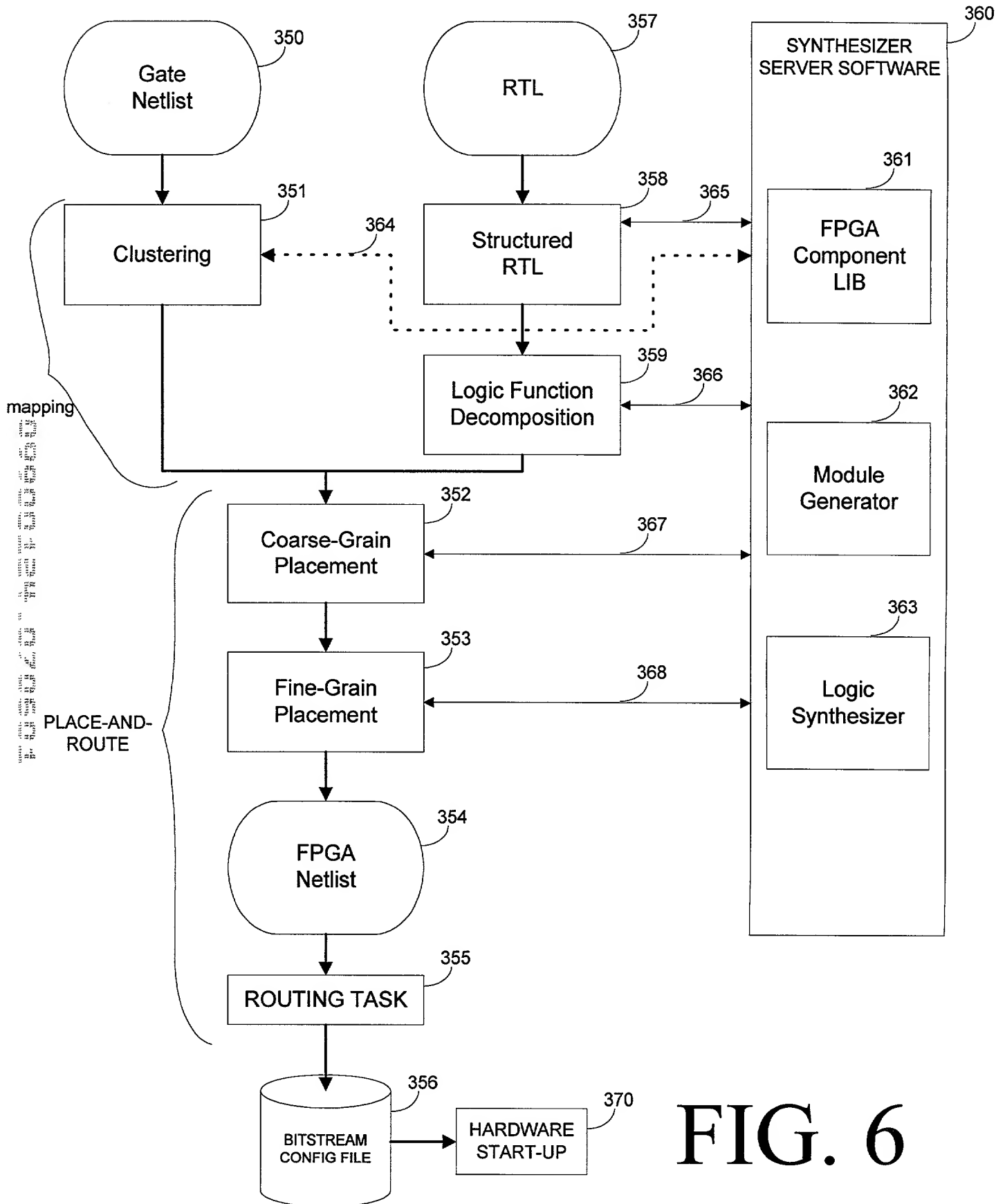


FIG. 6

	F11	F12	F13	F14	F21	F22	F23	F24	F31	F32	F33	F34	F41	F42	F43	F44
F11	1	1	1	1	1	0	0	0	1	0	0	0	1	0	0	0
F12	1	1	1	1	0	1	0	0	0	1	0	0	0	1	0	0
F13	1	1	1	1	0	0	1	0	0	0	1	0	0	0	1	0
F14	1	1	1	1	0	0	0	1	0	0	0	1	0	0	0	1
F21	0	0	0	0	1	1	1	1	1	0	0	0	1	0	0	0
F22	1	1	0	0	1	1	1	1	0	1	0	0	0	1	0	0
F23	0	0	1	0	1	1	1	1	0	0	1	0	0	0	1	0
F24	0	0	0	1	1	1	1	1	0	0	0	1	0	0	0	1
F31	0	0	0	0	1	0	0	0	1	1	1	1	1	0	0	0
F32	1	1	0	0	0	1	0	0	1	1	1	1	0	1	0	0
F33	0	0	1	0	0	0	1	0	1	1	1	1	0	0	1	0
F34	0	0	0	1	0	0	0	1	1	1	1	1	0	0	0	1
F41	0	0	0	0	1	0	0	0	1	0	0	0	1	1	1	1
F42	1	1	0	0	0	1	0	0	0	1	0	0	1	1	1	1
F43	0	0	1	0	0	0	1	0	0	0	1	0	1	1	1	1
F44	0	0	0	1	0	0	0	1	0	0	0	1	1	1	1	1

FIG. 7

FPGA INTERCONNECTION

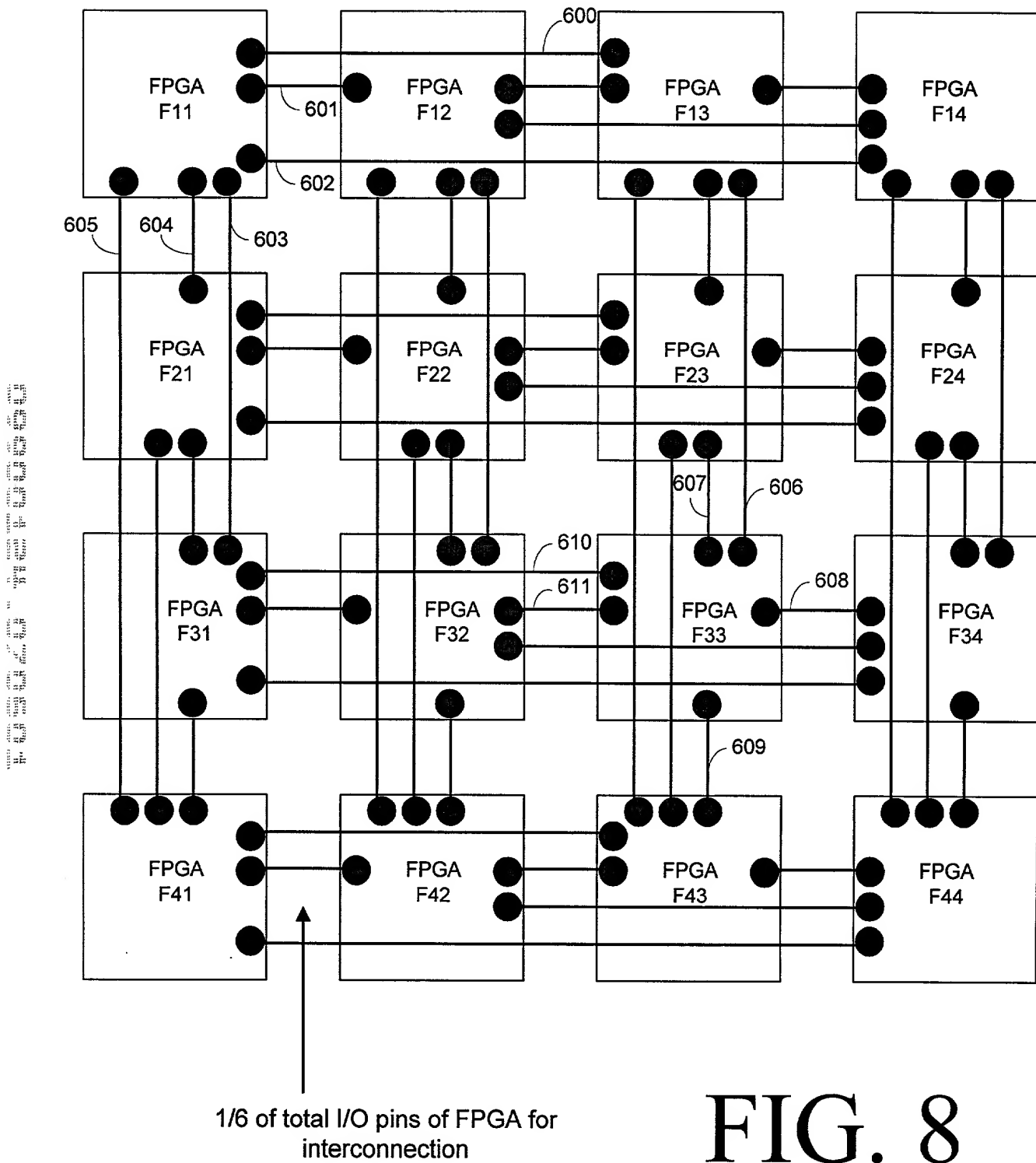


FIG. 8

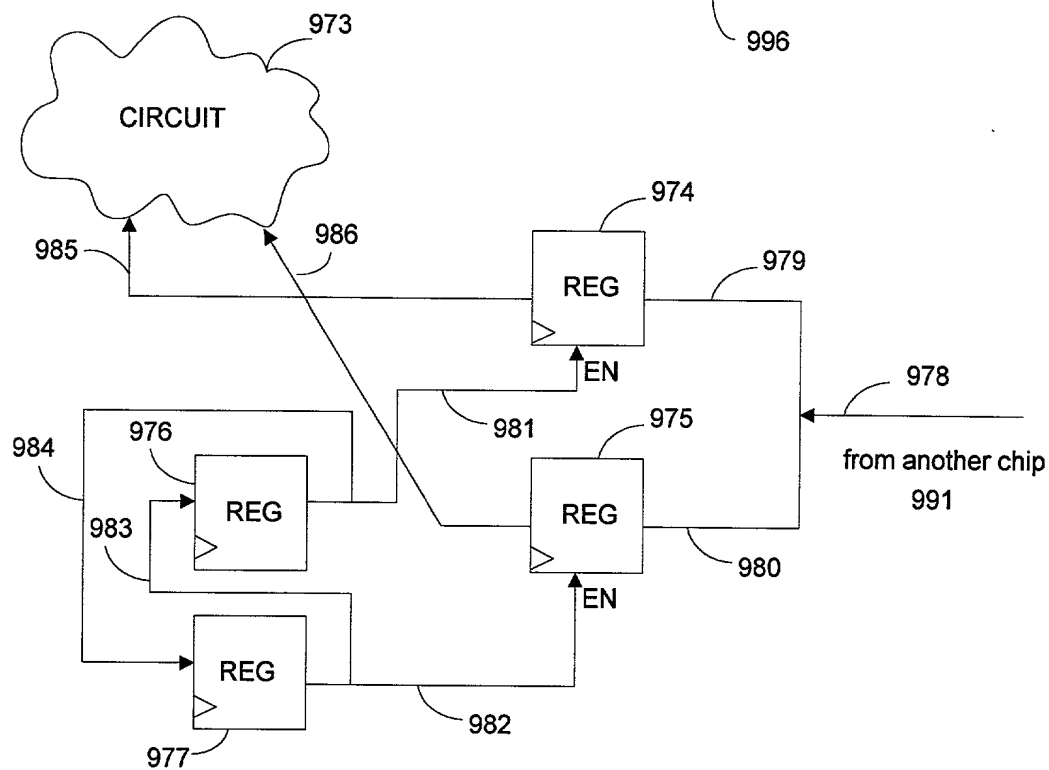
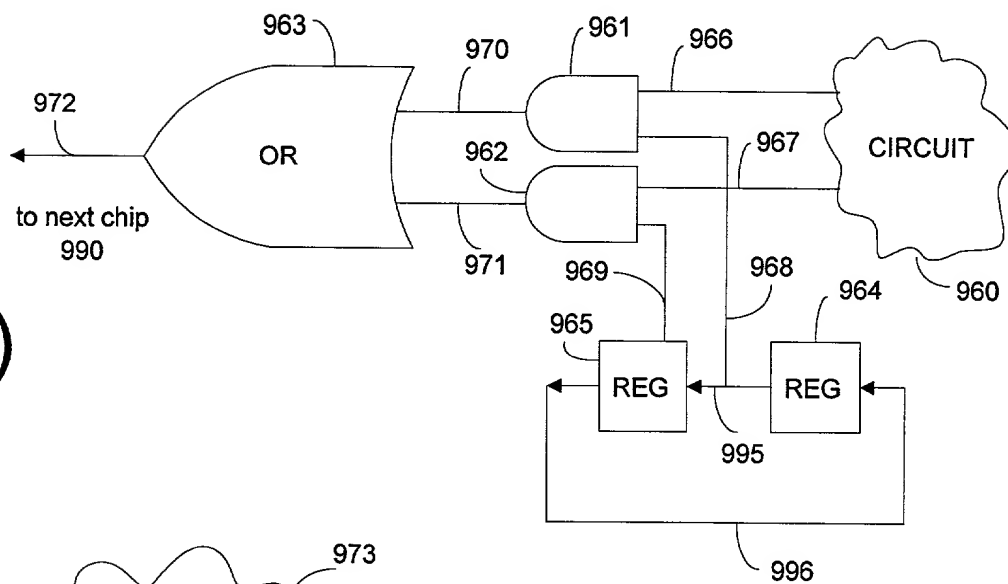
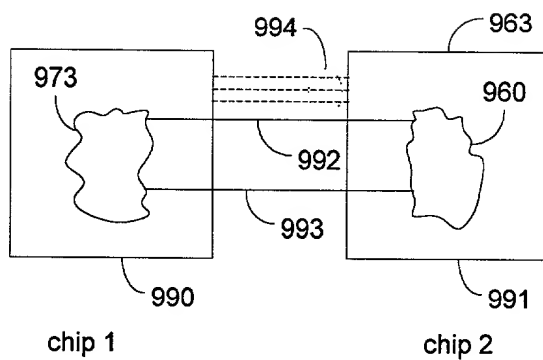


FIG. 9

FIG. 10 is a block diagram of a hardware emulation system. The system includes a target system (385) connected to an emulation interface (382) via cables (390). The emulation interface (382) contains an H2T buffer (383) and a T2H buffer (384). The target system (385) also includes an emulation I/O control (386). The emulation interface (382) is connected to a hardware model (325) via a PCI BUS (328). The hardware model (325) includes four FPGAs (326a, 326b, 326c, 326d) and an FPGA I/O Controller (381). The FPGA I/O Controller (381) includes a PCI INTERFACE (381) and a CONTROL UNIT (327). The hardware model (325) is also connected to a software model (315) via the PCI BUS (328). The software model (315) includes a Simulator Kernel (316) and four buffers (317, 318, 319, 320) connected to the hardware model (325) via bidirectional arrows (321, 322, 323, 324). The software model (315) is also connected to a connector (389) via the PCI BUS (328). The connector (389) is connected to a signal-in & signal-out interface socket (388) and a set of input/output ports (387).

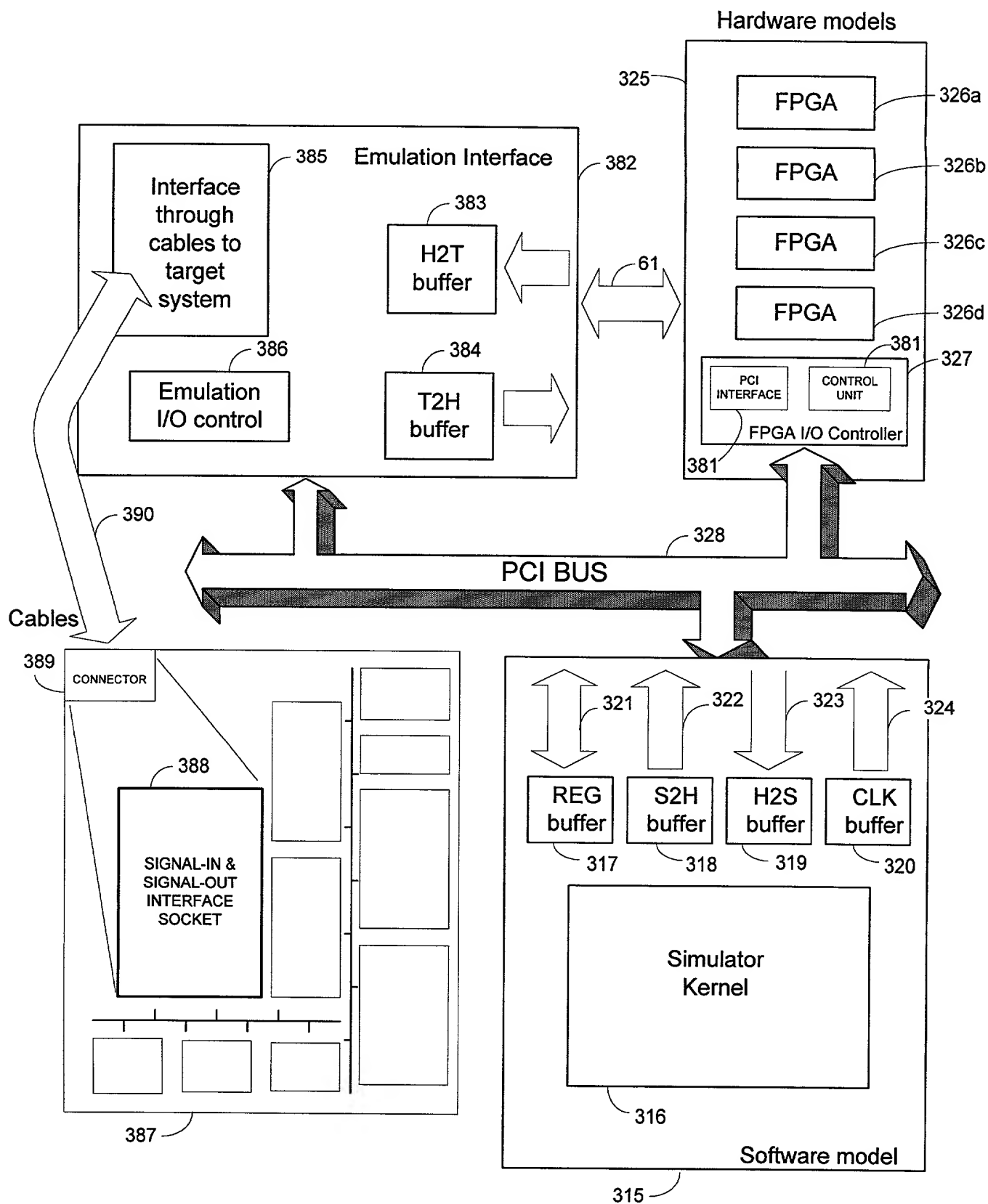


FIG. 10

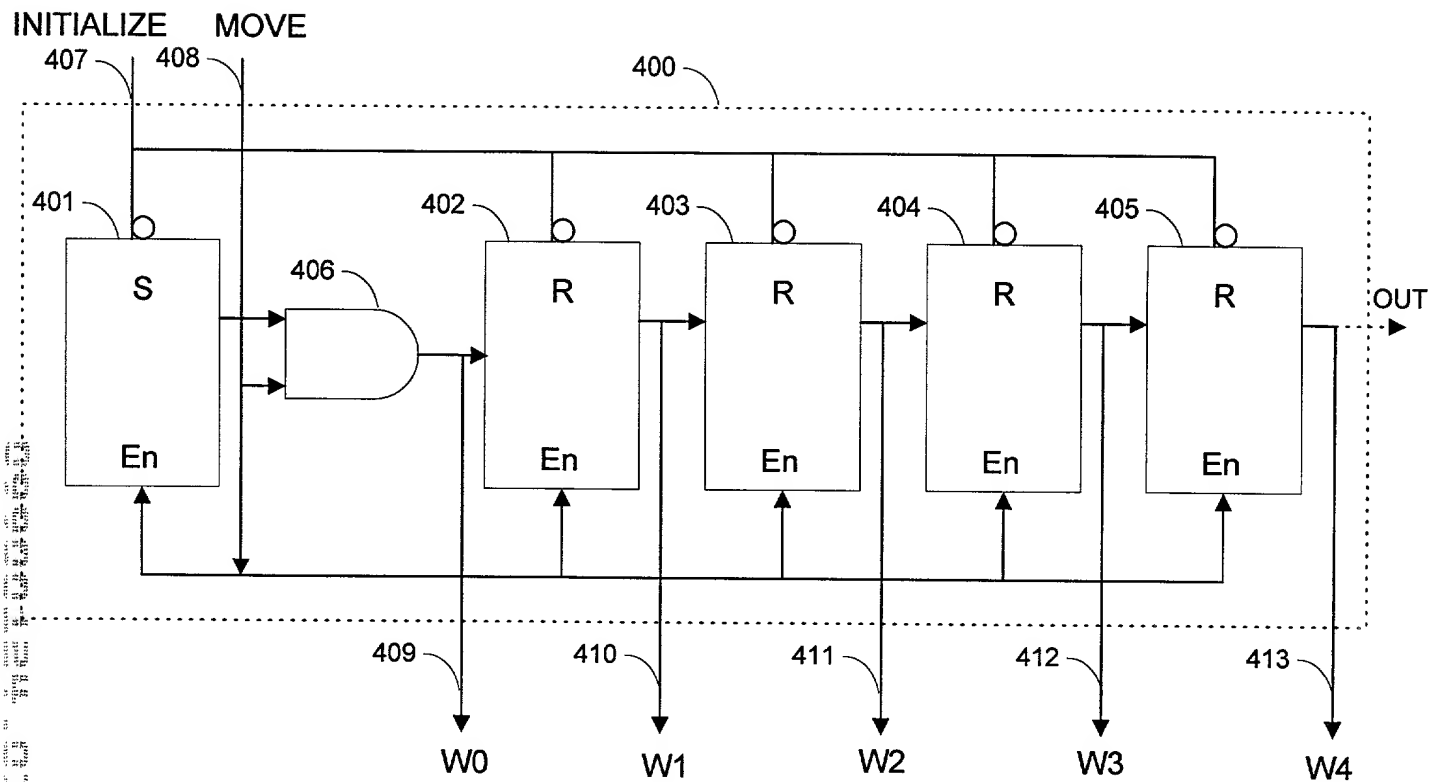


FIG. 11

ADDRESS POINTER INITIALIZATION

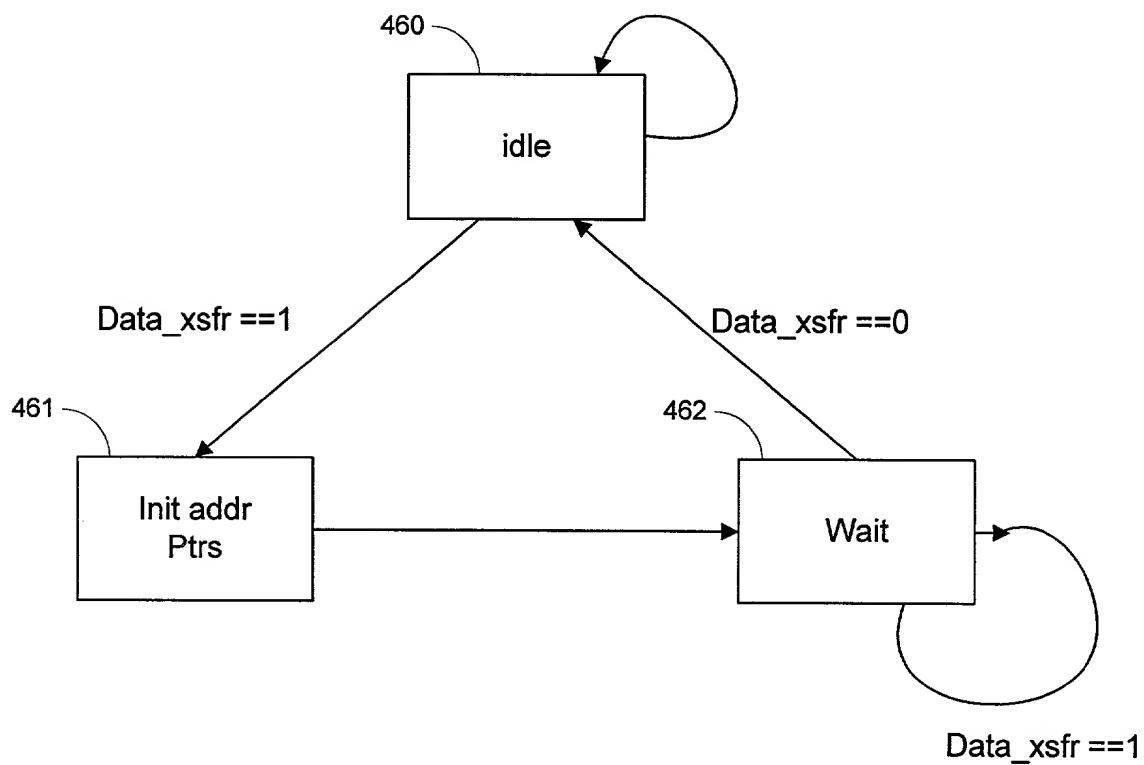


FIG. 12

EACH SEM-FPGA CHIP

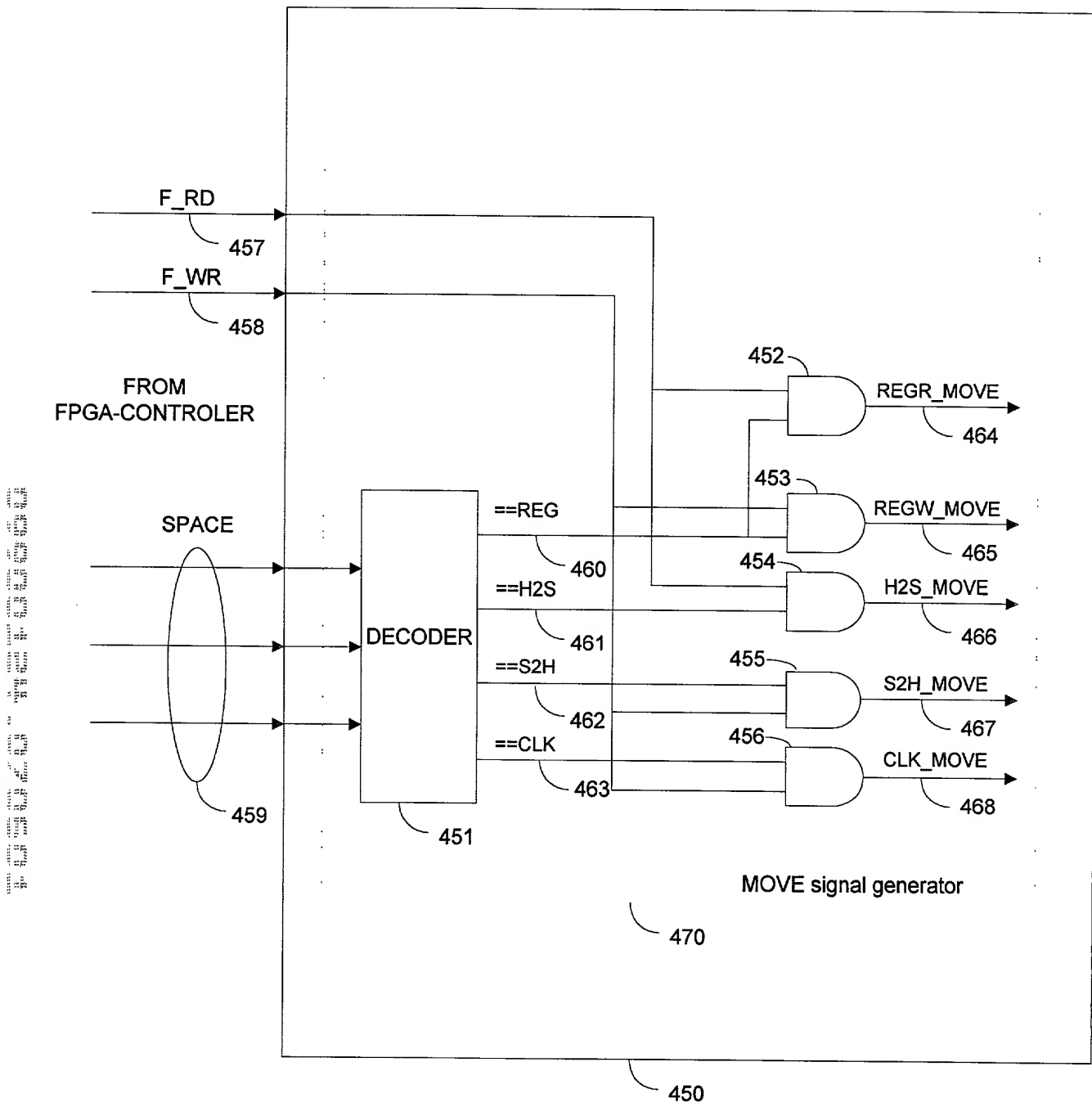


FIG. 13

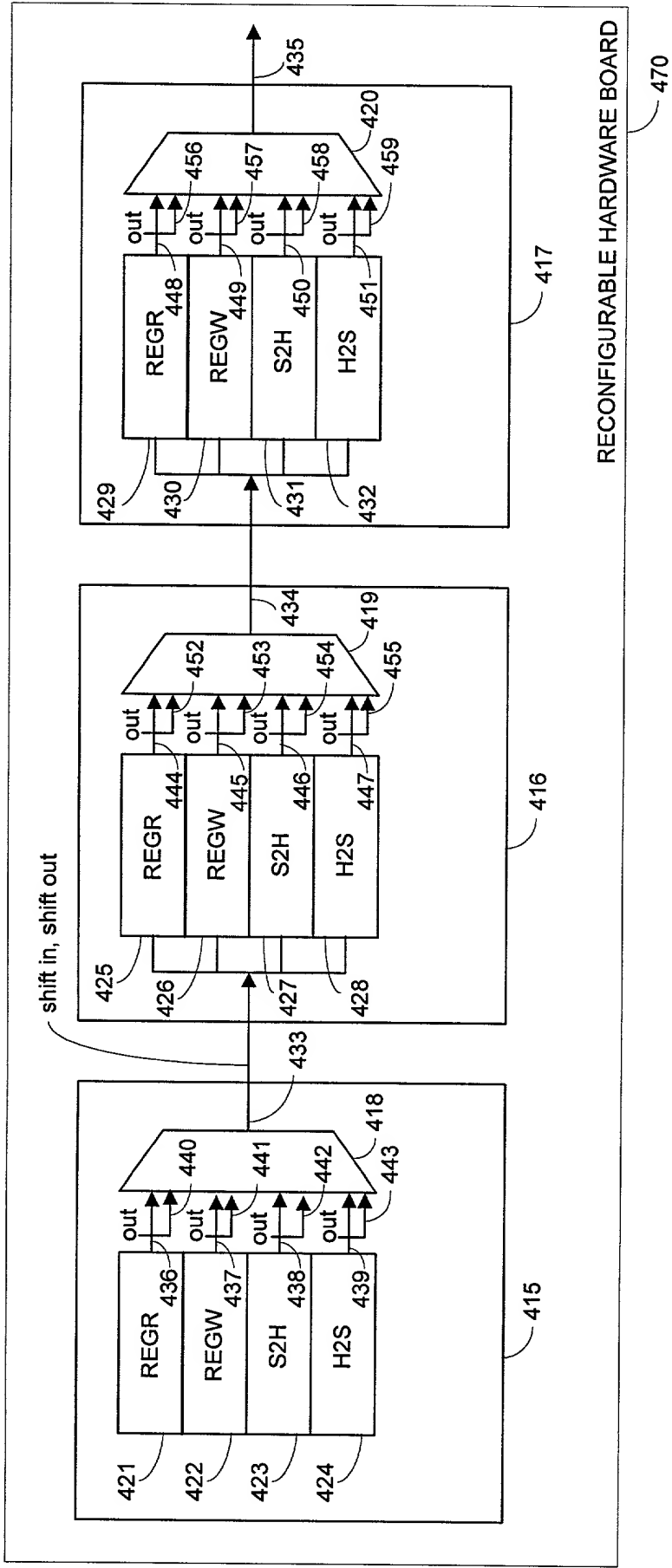


FIG. 14

FIG. 15 is a block diagram of a chain-out circuit 487. The circuit 487 includes four address pointers 475, 476, 477, and 478. Each address pointer has an OUT signal and a MOVE signal. The OUT signals are connected to AND gates 481, 482, 483, and 484, respectively. The MOVE signals are connected to AND gates 481, 482, 483, and 484, respectively. The outputs of the AND gates 481, 482, 483, and 484 are connected to an OR gate 485. The output of the OR gate 485 is the CHAIN-OUT TO NEXT CHIP signal 486.

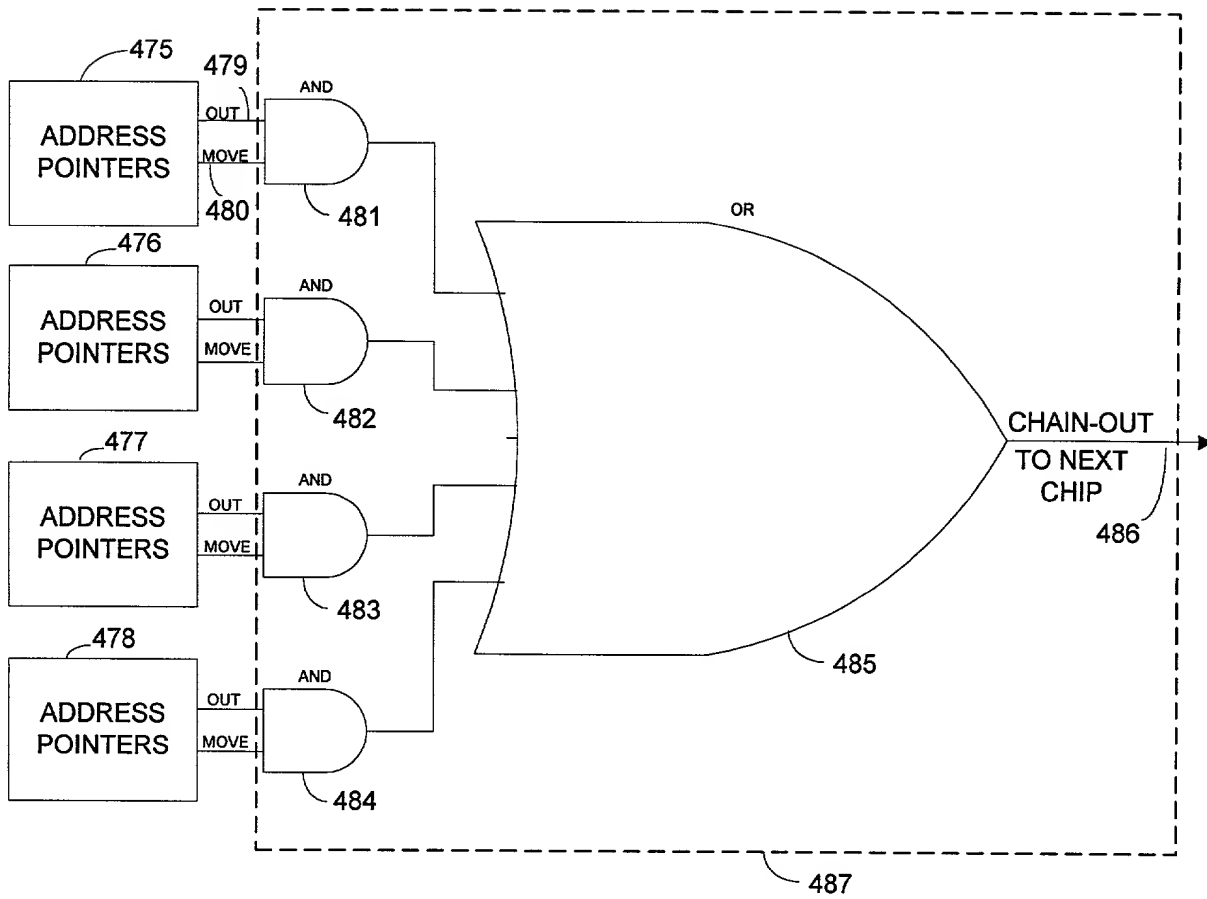


FIG. 15

GATED DATA/CLOCK ANALYSIS

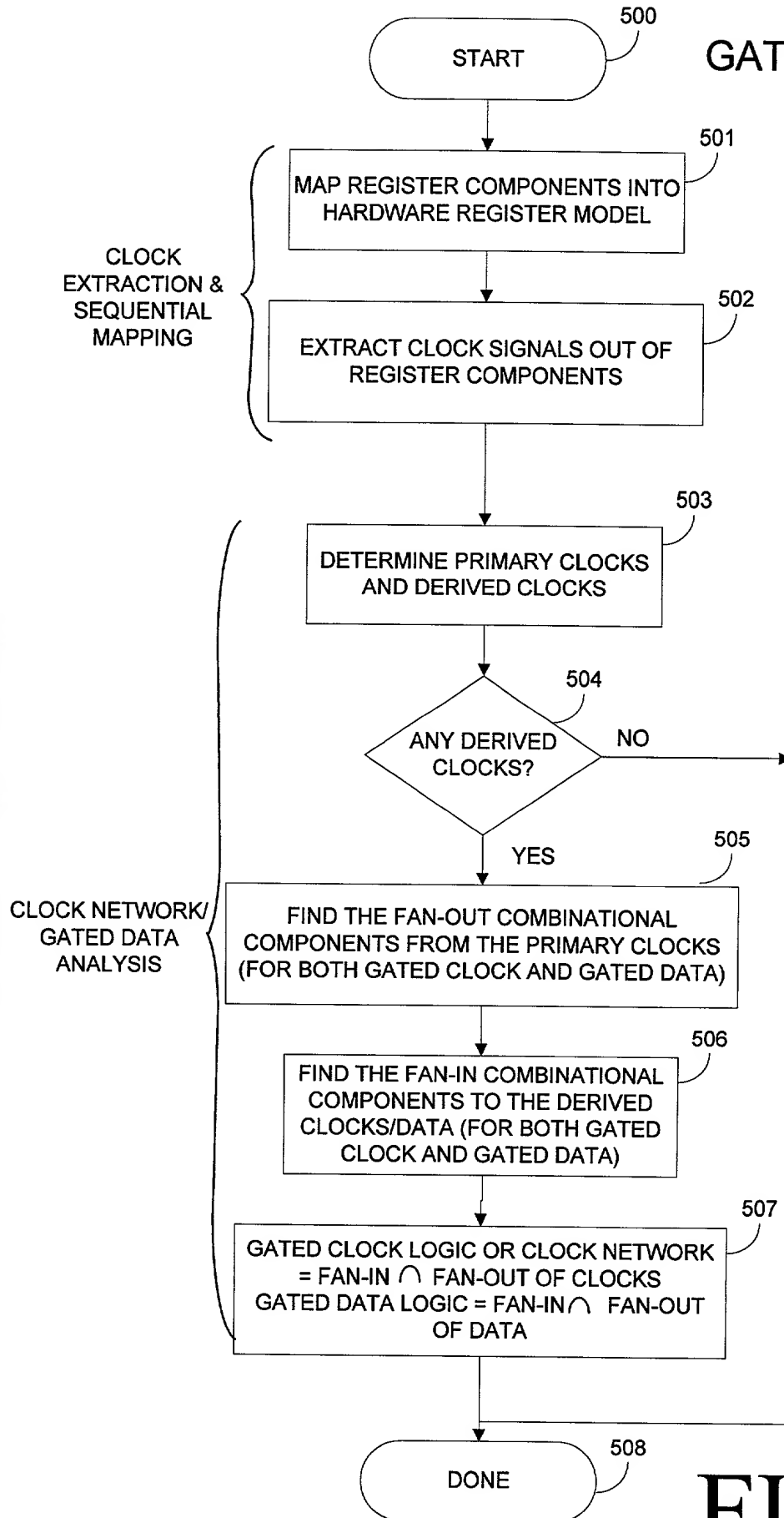


FIG. 16

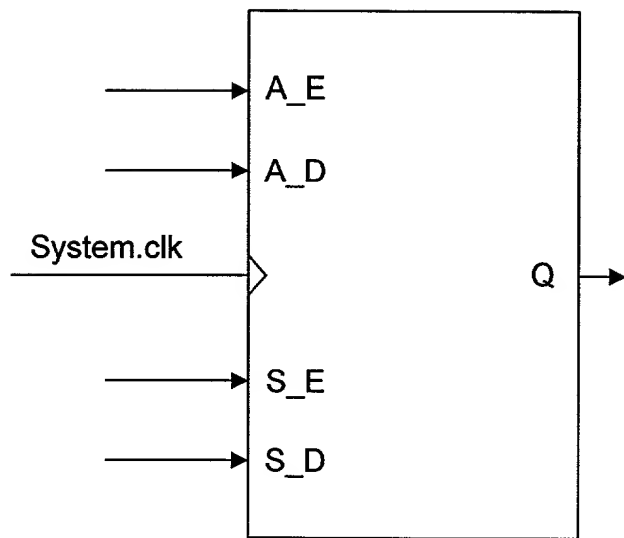


FIG. 17

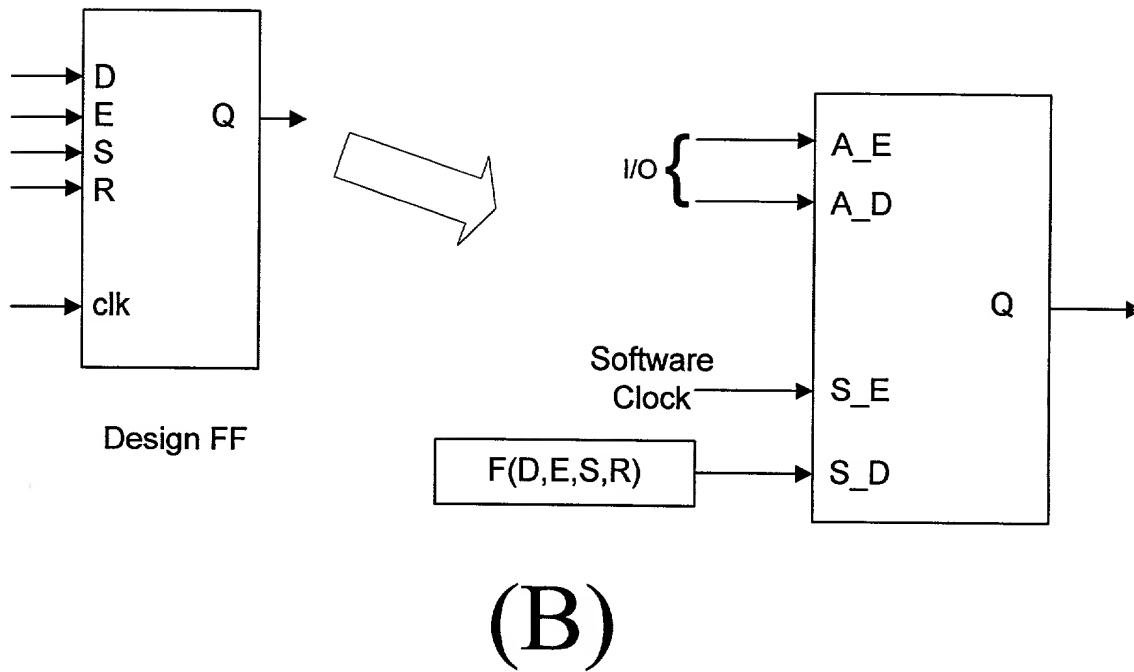
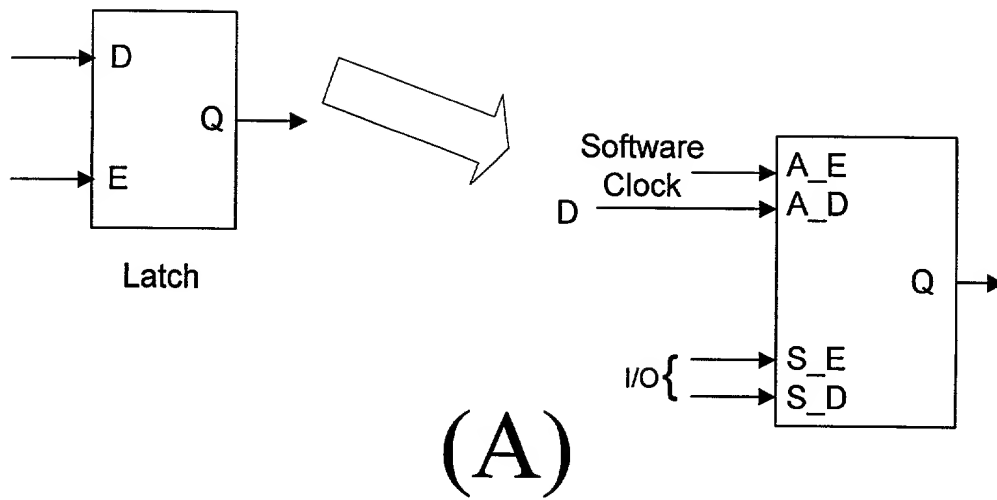


FIG. 18

DURING EVALUATION

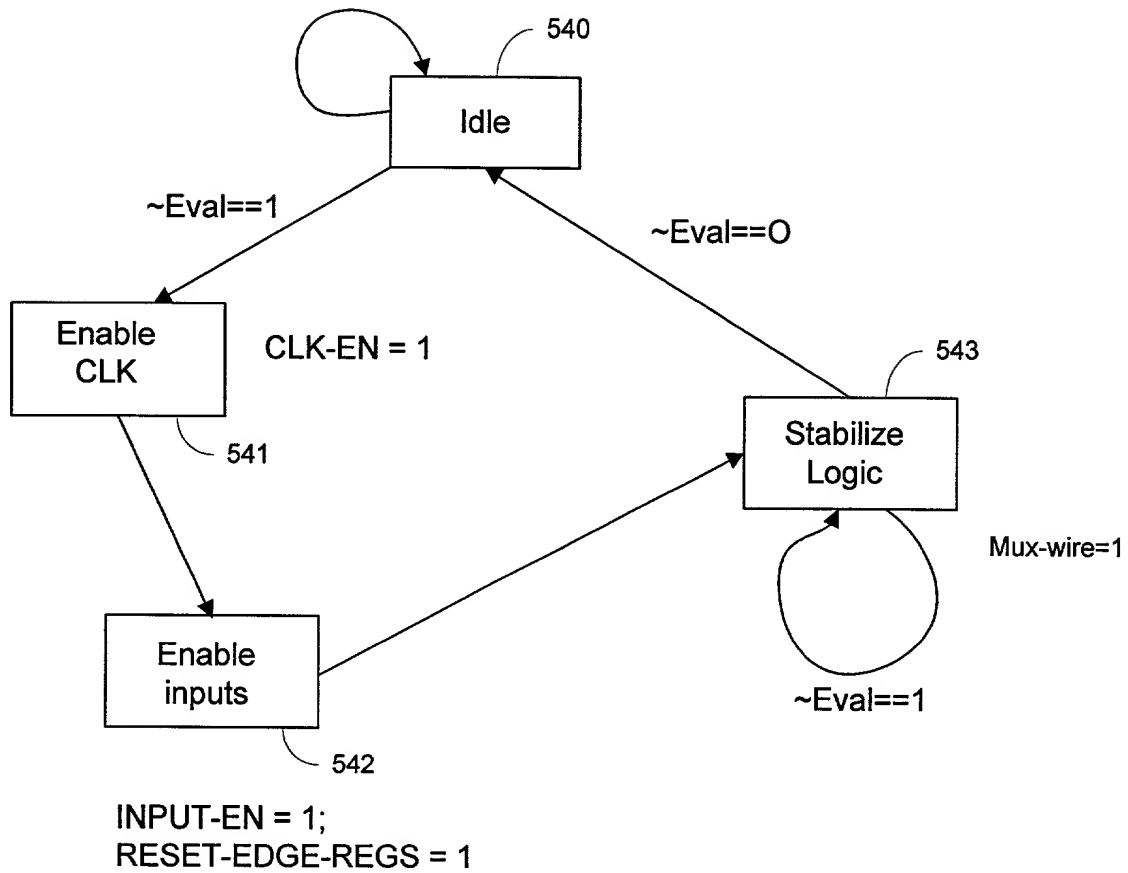


FIG. 20

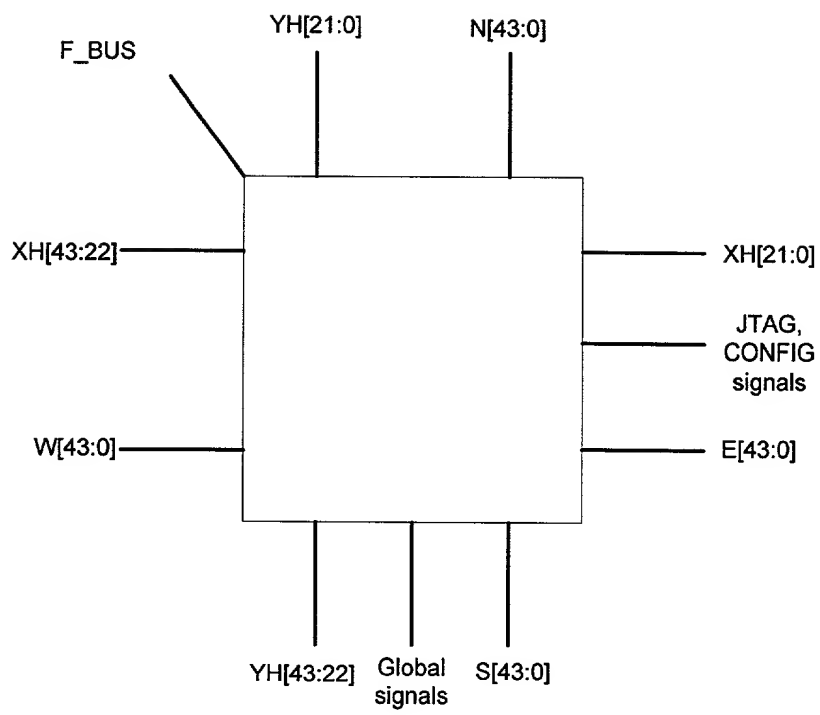


FIG. 21

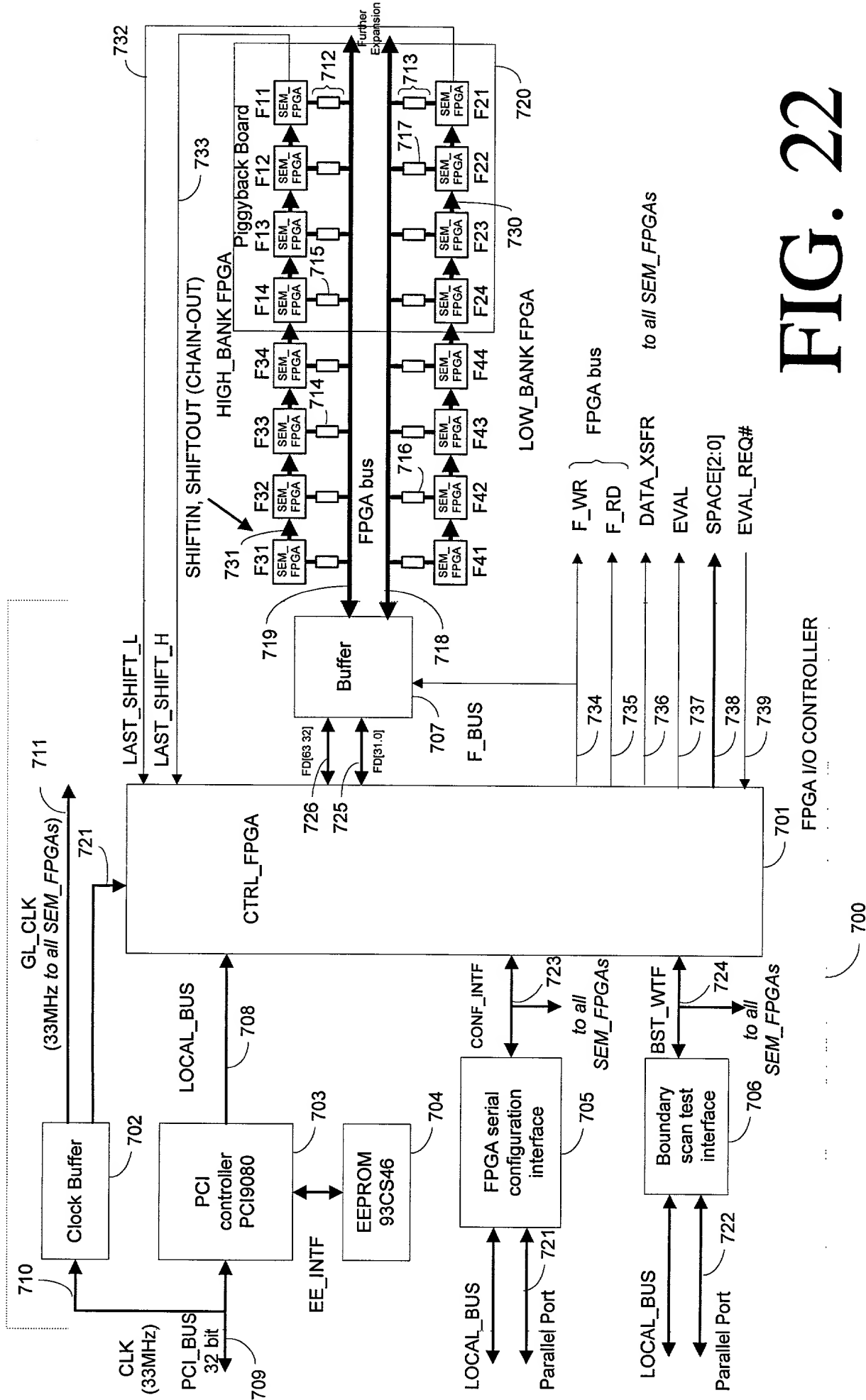


FIG. 22

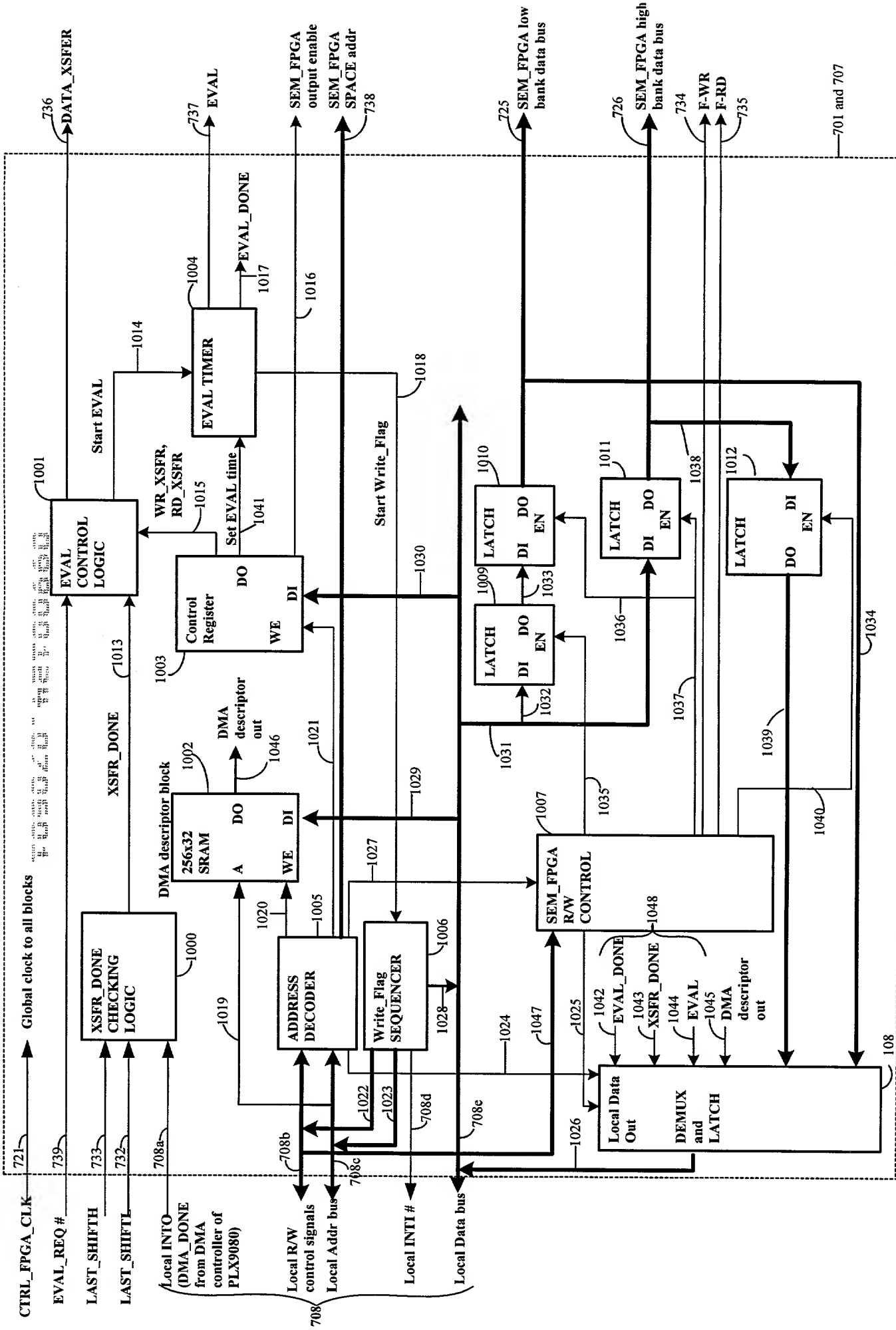


FIG. 23

FIG. 24 is a schematic diagram of a Piggyback Board 745, showing a 4x4 grid of functional blocks F11 through F44. The blocks are organized into four columns and four rows. The columns are labeled 'Highbank' and 'Lowbank' at the top. The rows are labeled 'Highbank' and 'Lowbank' on the right. A dashed line 741 separates the first two columns from the last two columns. A dashed line 742 separates the first two rows from the last two rows. A dashed line 743 separates the first two columns from the last two columns. A dashed line 744 separates the first two rows from the last two rows. A dashed line 745 is labeled 'expansion' and points to the top of the grid. A dashed line 746 is labeled 'DATA_XSFR CHAIN' and points to the top of the grid. A dashed line 747 is labeled 'JTAG, CONFIG CHAIN' and points to the top of the grid. A dashed line 748 is labeled 'CTRL_FPGA' and points to the bottom of the grid.

expansion

Piggyback Board

DATA_XSFR
CHAIN

JTAG, CONFIG
CHAIN

CTRL_FPGA

FIG. 24

HARDWARE START-UP

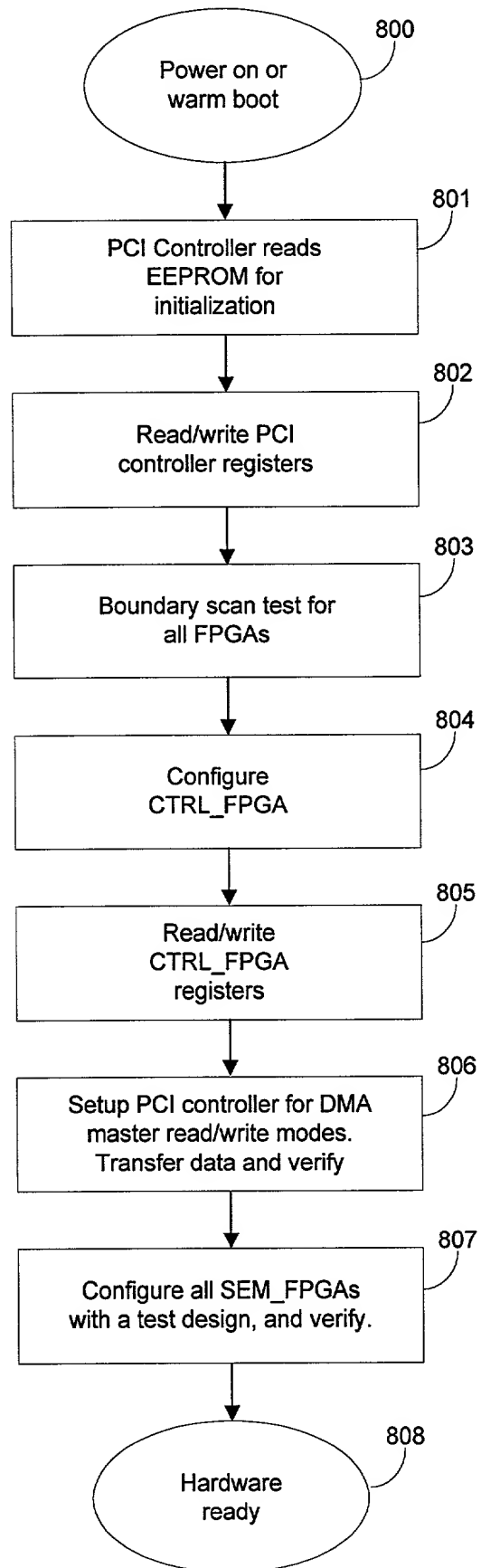


FIG. 25

```

module register (clock, reset, d, q);
input clock, d, reset;
output q;
reg q;

always@(posedge clock or negedge reset)
    if(!reset)
        q = 0;
    else
        q = d;

endmodule

module example;
    wire d1, d2, d3;
    wire q1, q2, q3;

    reg signin;
    wire sigout;
    reg clk, reset;

    register reg1 (clk, reset, d1, q1);
    register reg2 (clk, reset, d2, q2);
    register reg3 (clk, reset, d3, q3);

    assign d1 = signin ^ q3;
    assign d2 = q1 ^ q3;
    assign d3 = q2 ^ q3;
    assign sigout = q3;

    // a clock generator
    always
    begin
        clk = 0;
        #5;
        clk = 1;
        #5;
    end

    // a signal generator
    always
    begin
        #10;
        signin = $random;
    end

    // initialization
    initial
    begin
        reset = 0;
        signin = 0;
        #1;
        reset = 1;
        #5;
        $monitor($time, " %b, %b", signin, sigout);
        #1000 $finish;
    end
end module

```

FIG. 26

CIRCUIT DIAGRAM

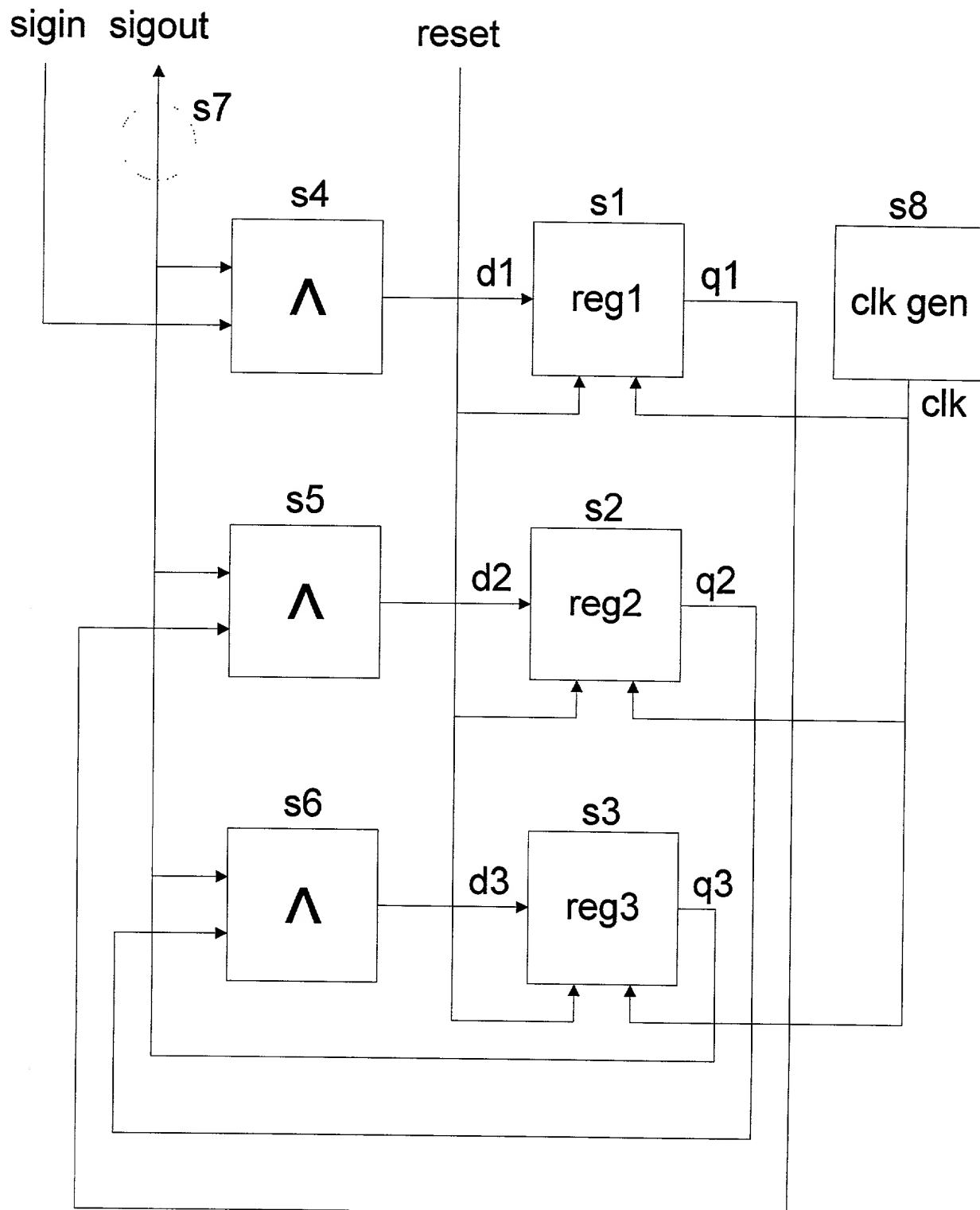


FIG. 27

```

module register (clock, reset, d, q);
input clock, d, reset;
output q;
reg q;

always@(posedge clock or negedge reset)
  if(~reset)
    q = 0
  else
    q = d;

endmodule

```

Register Definition
900

```

module example;
  wire d1, d2, d3;
  wire q1, q2, q3;

```

wire interconnection info
907

```

  reg signin;
  wire sigout;
  reg clk, reset;

```

Test-bench input -- 908
Test-bench output -- 909

```

S1 register reg 1 (clk, reset, d1, q1);
S2 register reg 2 (clk, reset, d2, q2);
S3 register reg 3 (clk, reset, d3, q3);

```

Register component
901

```

S4 assign d1 = signin ^ q3;
S5 assign d2 = q1 ^ 3;
S6 assign d3 = q2 ^ q3;
S7 assign sigout = q3;

```

Combinational component
902

```

S8 {
  // a clock generator
  always
  begin
    clk = 0;
    #5;
    clk = 1;
    #5;
  end

```

Clock component
903

```

S9 {
  // a signal generator
  always
  begin
    #10;
    signin = $random;
  end

```

Test-bench component (Driver)
904

```

S10 {
  // initialization
  initial
  begin
    reset = 0;
    signin = 0;
    #1;
    reset = 1;
    #5;
  end

```

Test-bench component (initialization)
905

```

S11 {
  $monitor($time, "%b, %b", signin, sigout);
  #1000 $finish;
S12 {
end
end module

```

Test-bench component (monitor)
906

FIG. 28

SIGNAL NETWORK ANALYSIS

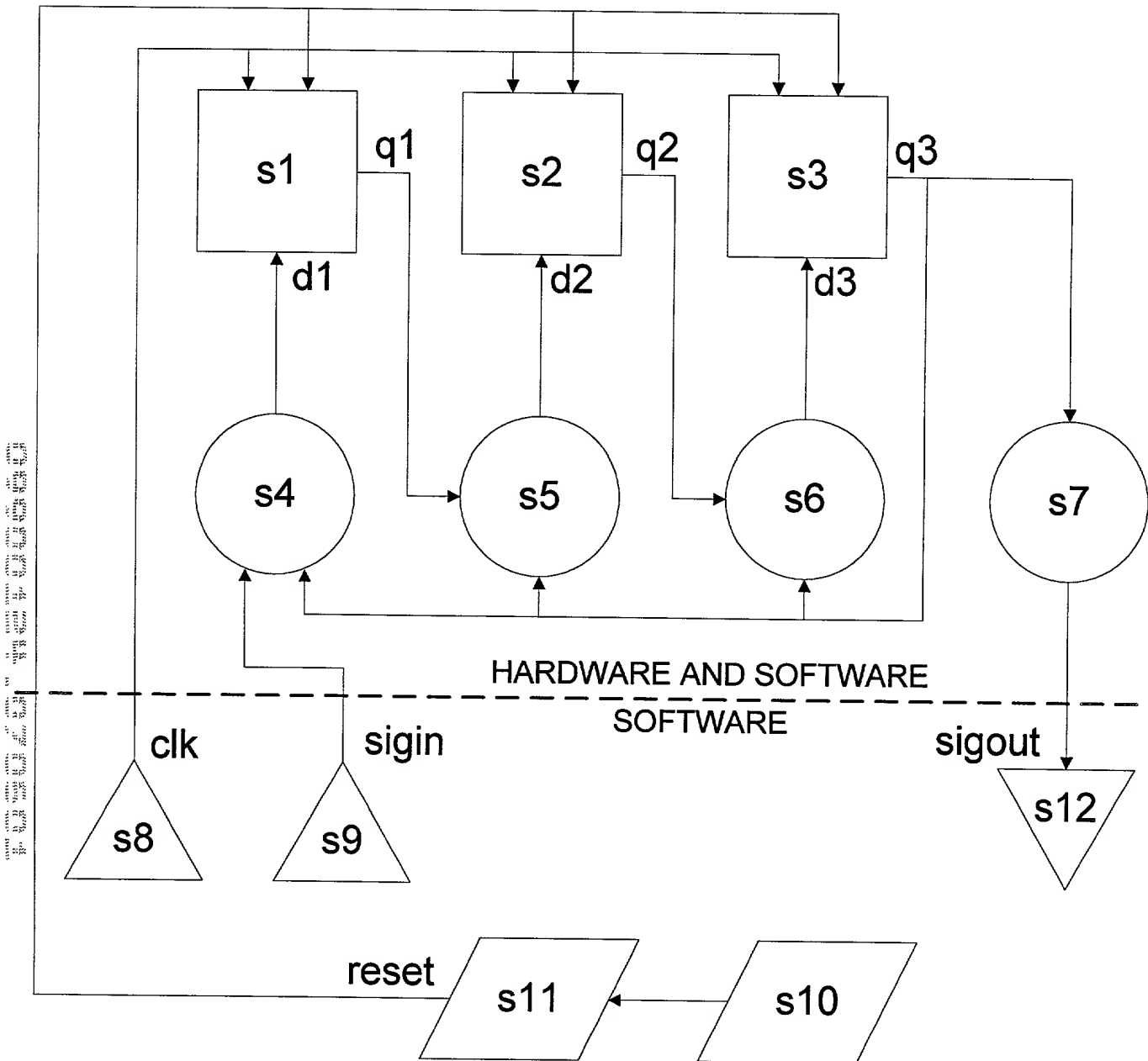


FIG. 29

SOFTWARE/HARDWARE PARTITION RESULT

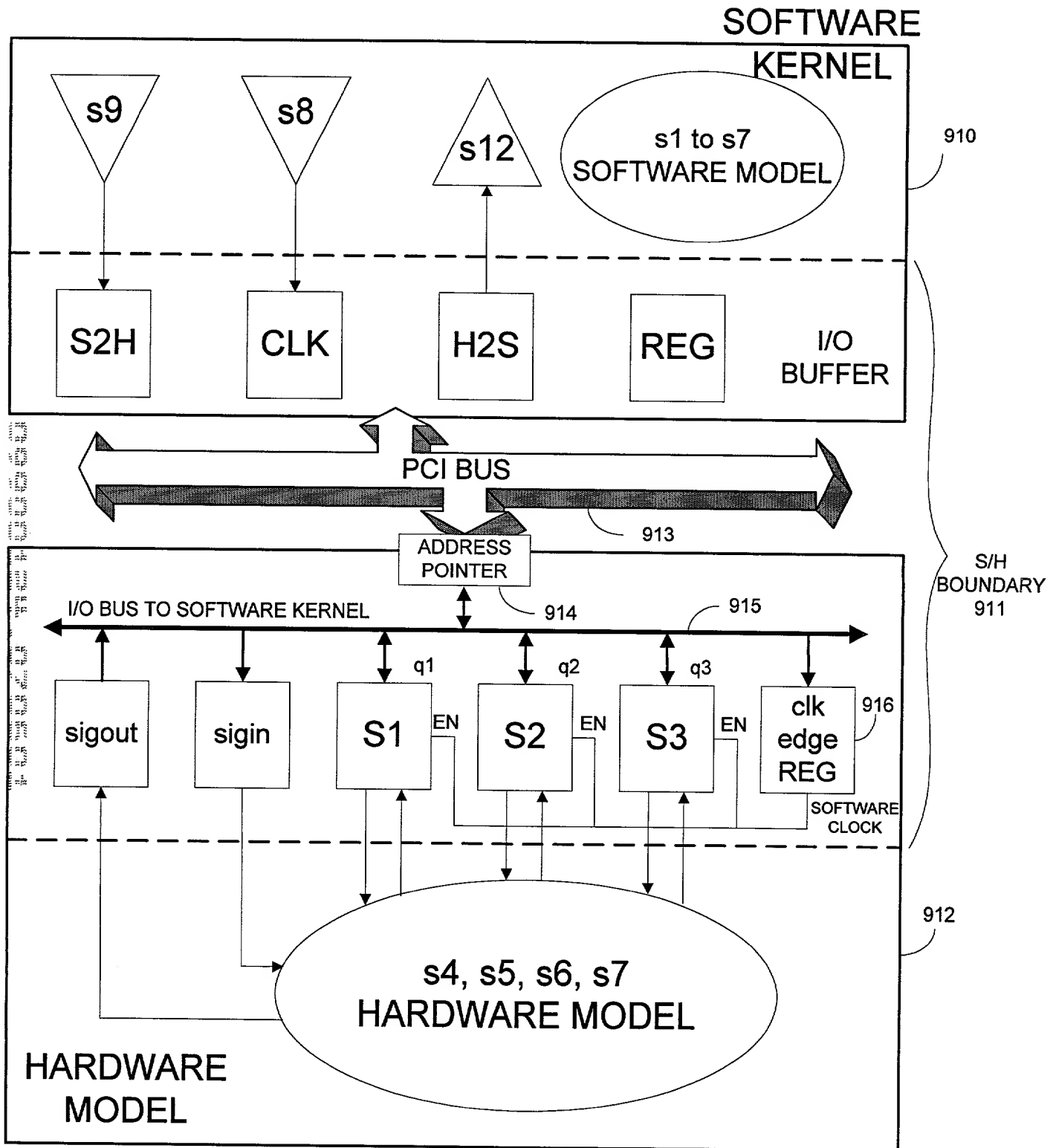


FIG. 30

HARDWARE MODEL

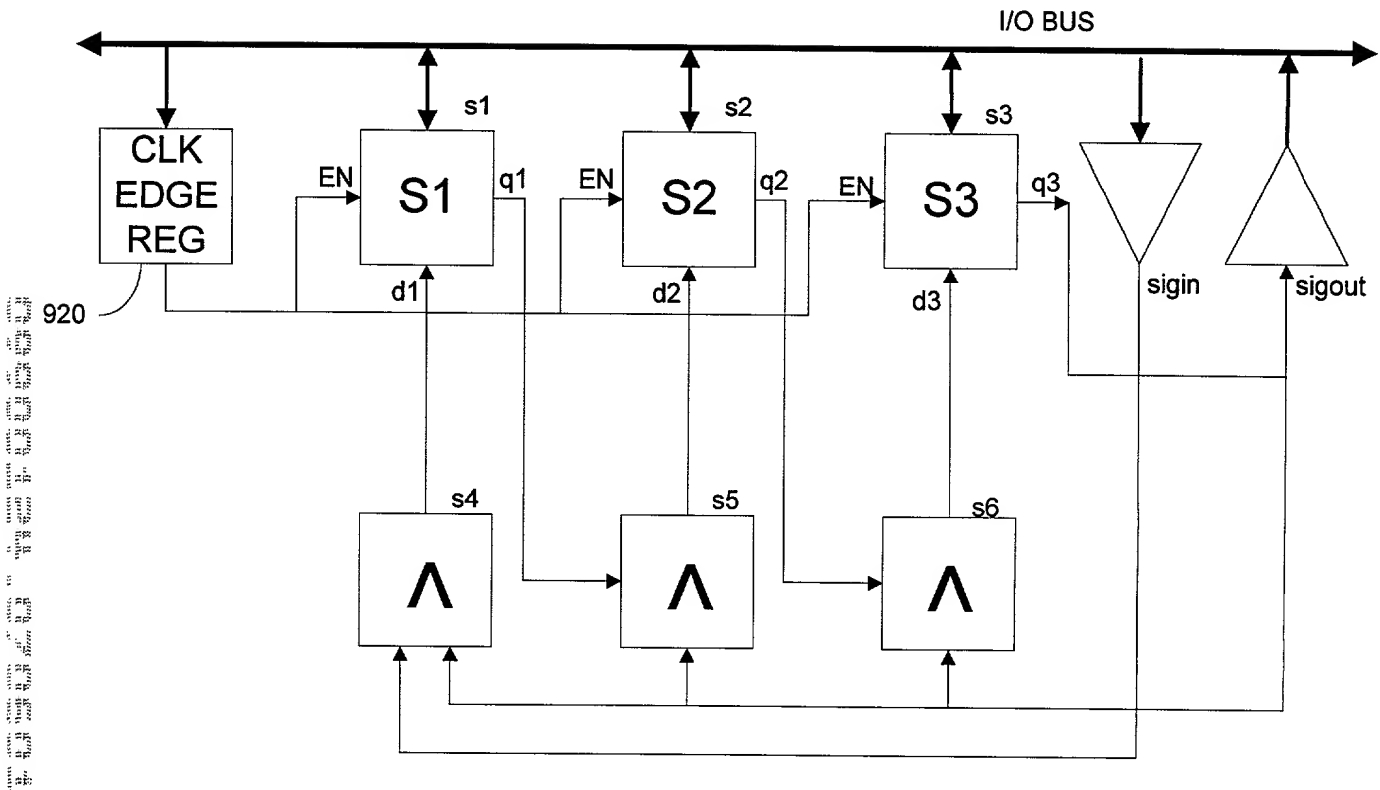
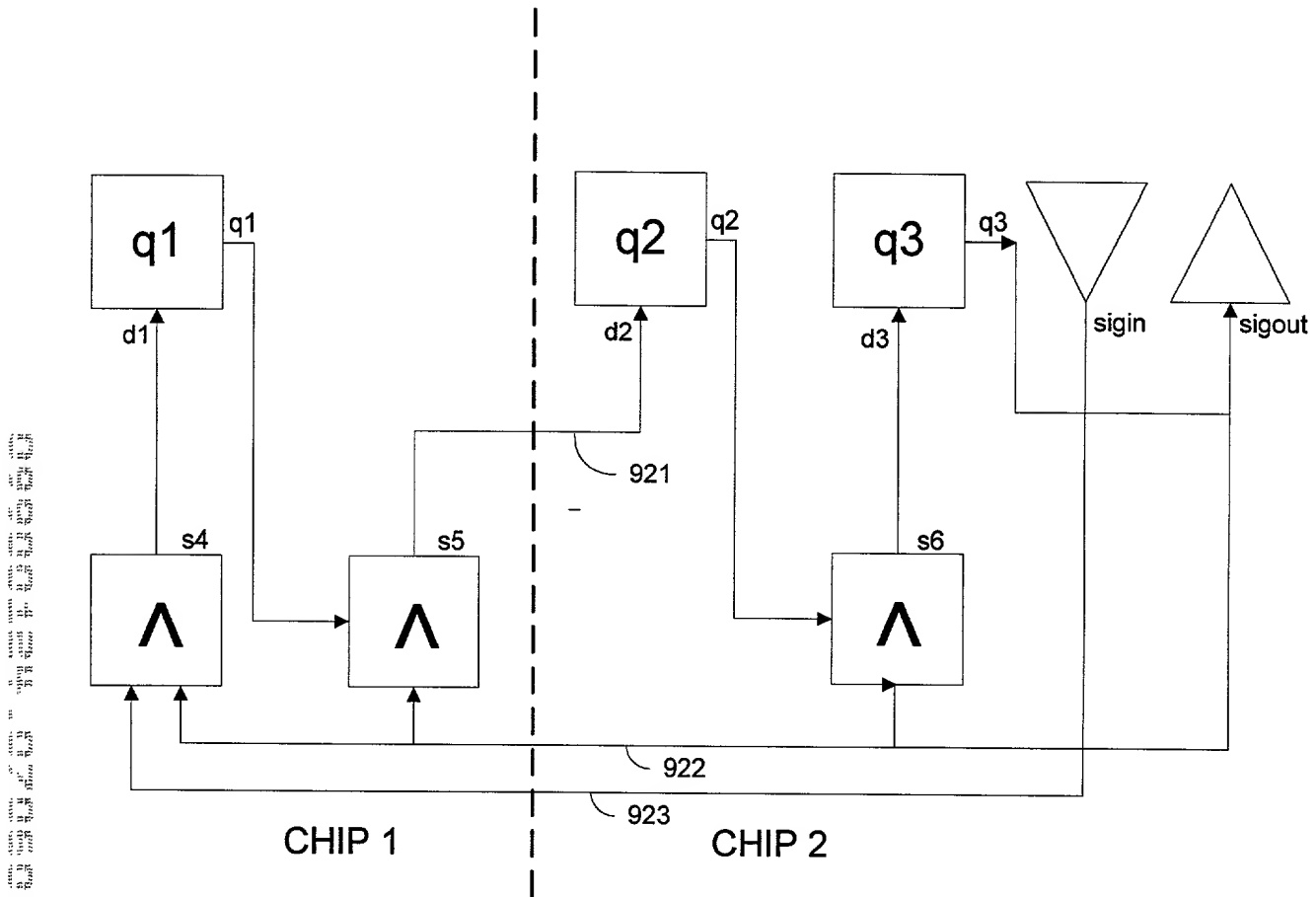


FIG. 31

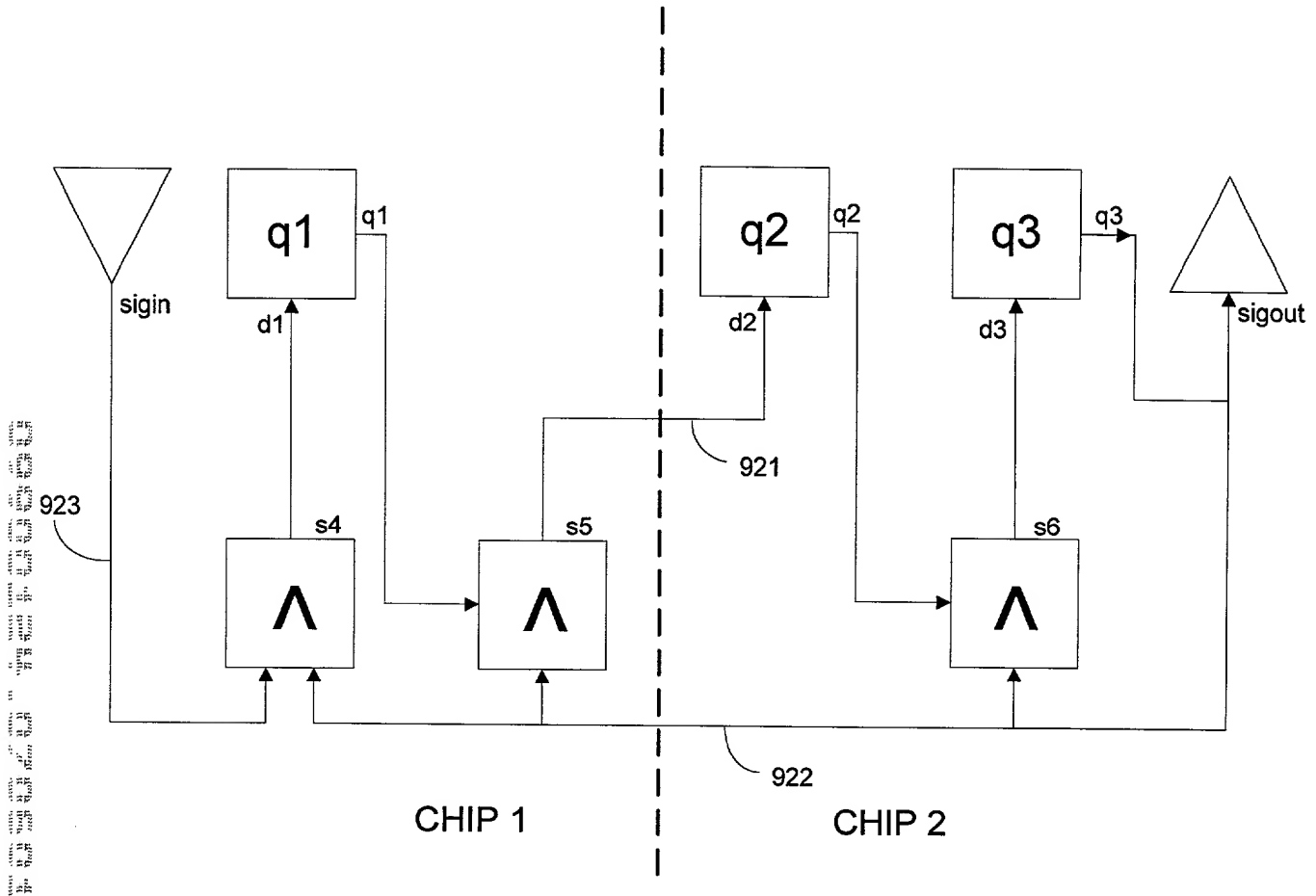
PARTITION RESULT #1



(IGNORE I/O AND CLOCK EDGE REGISTER)

FIG. 32

PARTITION RESULT #2



(IGNORE I/O AND CLOCK EDGE REGISTER)

FIG. 33

LOGIC PATCHING

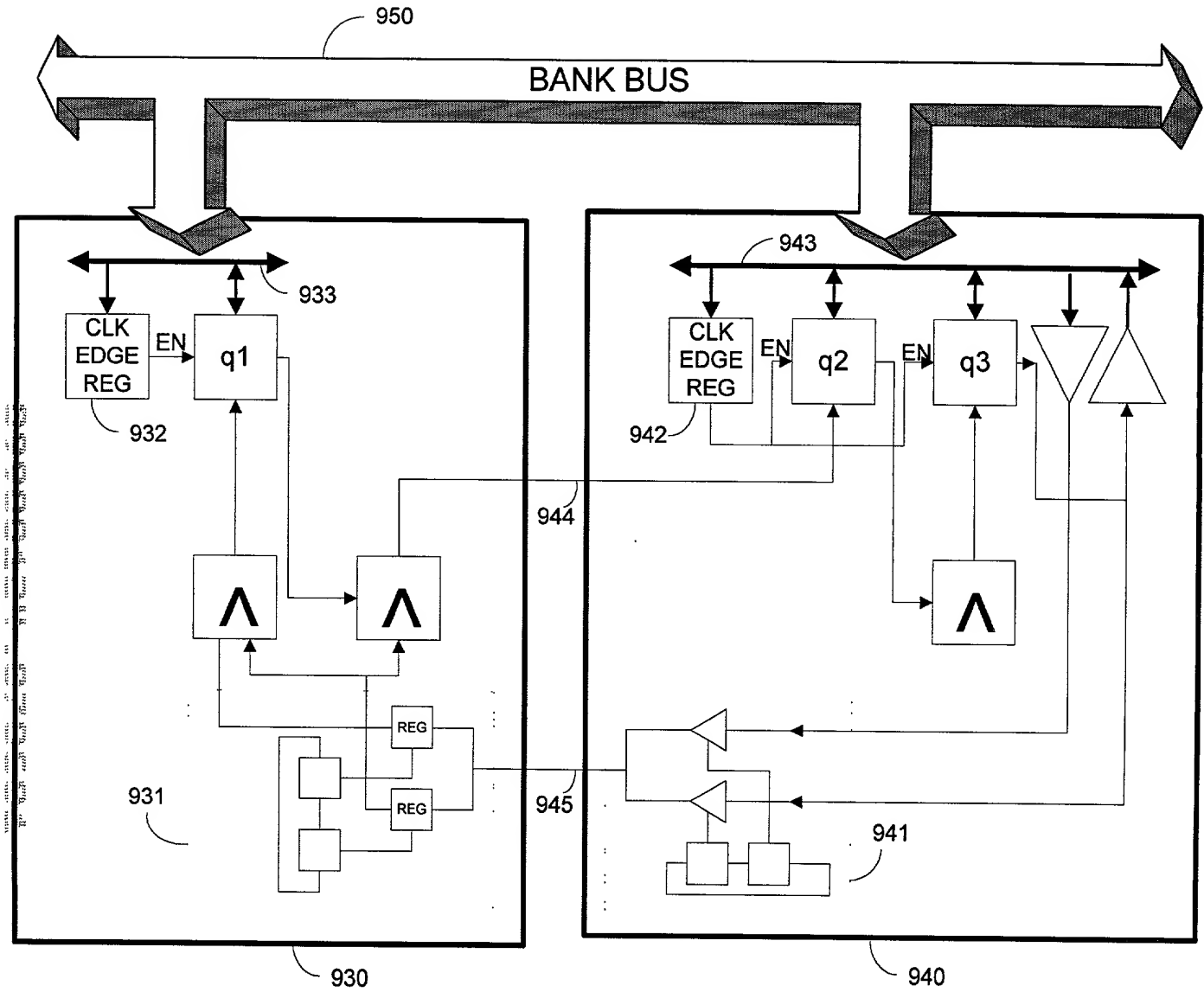


FIG. 34

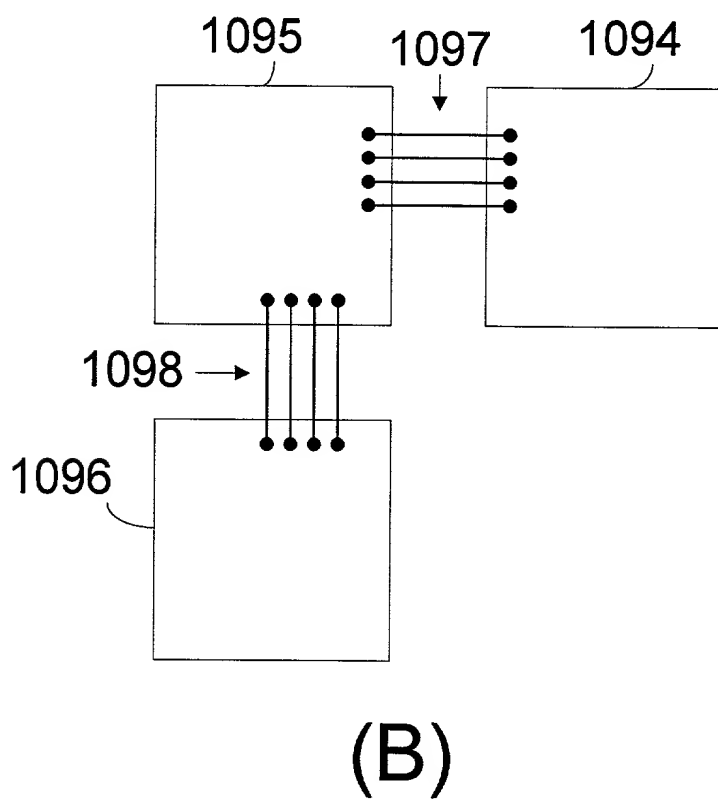
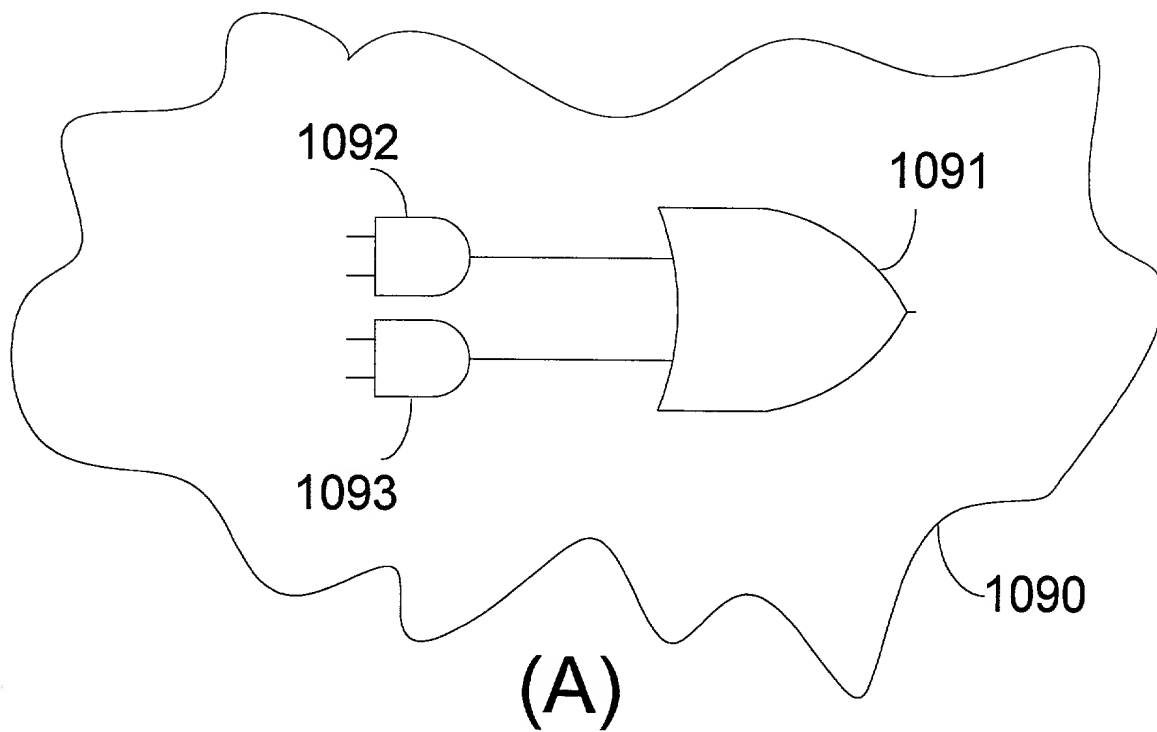
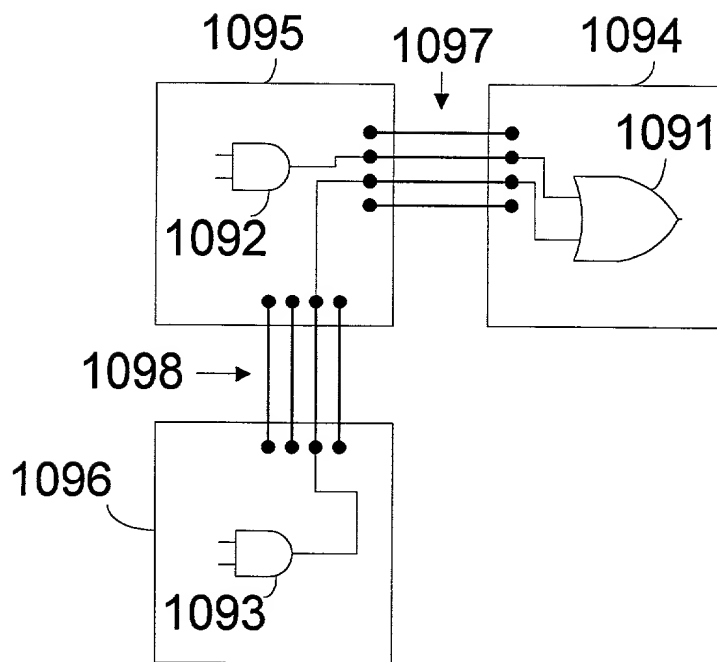
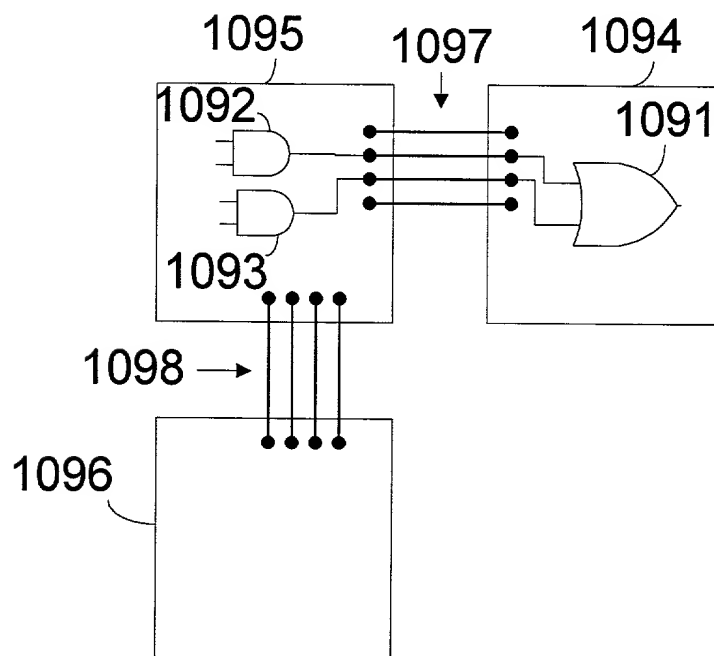


FIG. 35



(C)



(D)

FIG. 35

I/O PIN OVERVIEW OF FPGA LOGIC DEVICE

FPGA : 10K130V, 10K250V with 599-pin PGA package

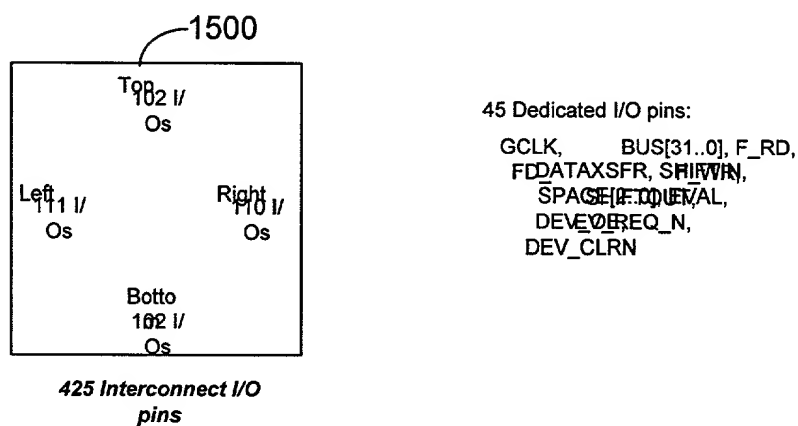


FIG. 36

FPGA INTERCONNECT BUSES

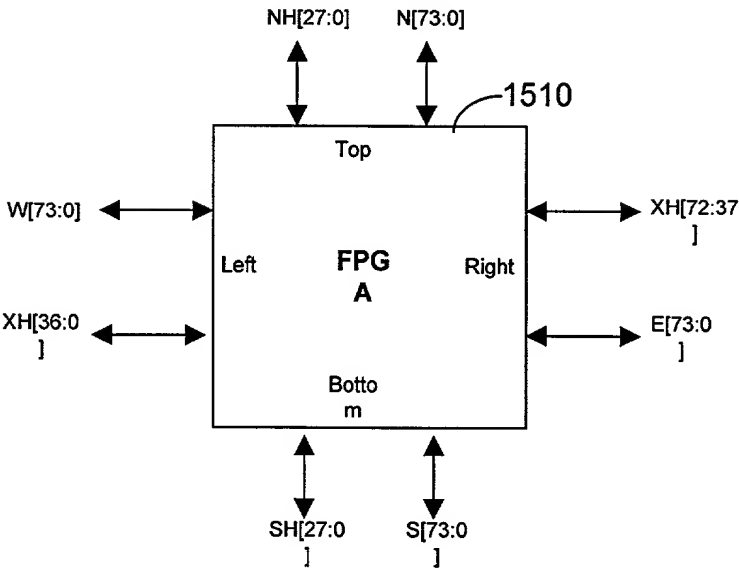


FIG. 37

[illegible]

SIX BOARD CONFIGURATION

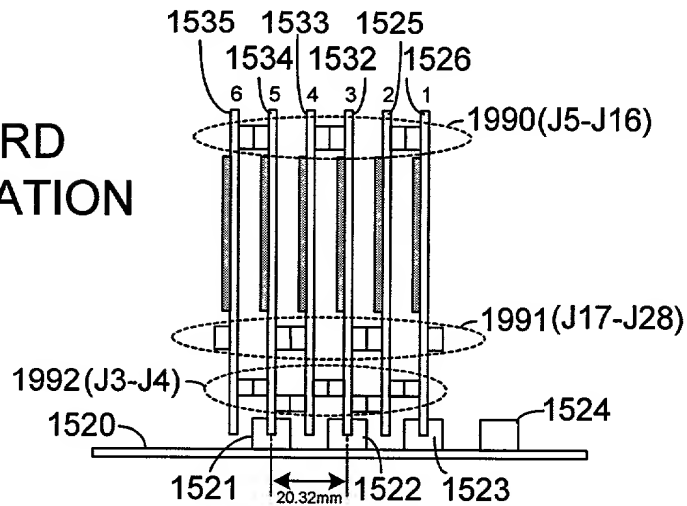


FIG. 38(B)

SIX-BOARD CONFIGURATION DIRECT-NEIGHBOR AND ONE-HOP FPGA ARRAY – X TORUS, Y MESH

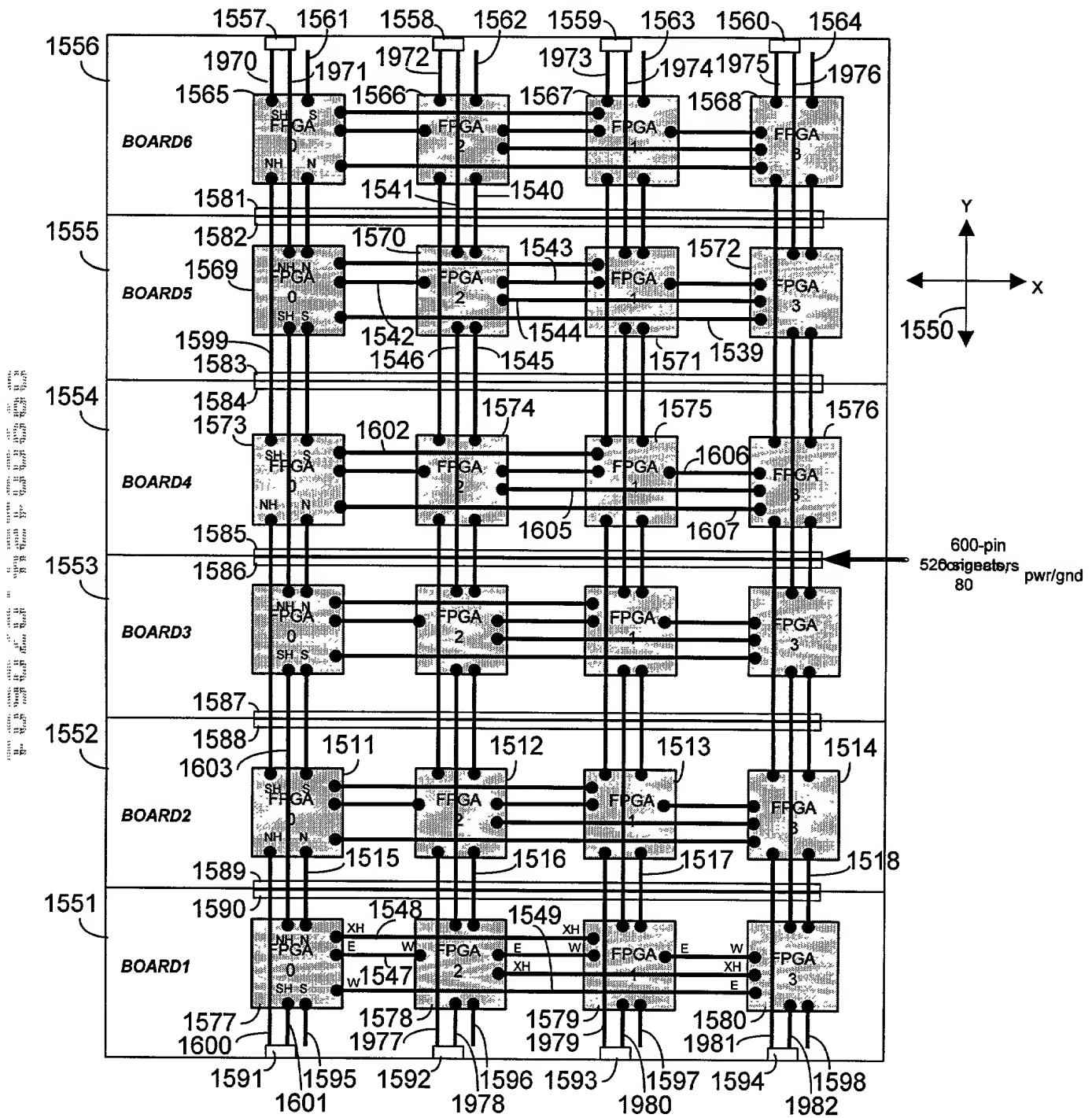


FIG. 39

FPGA ARRAY CONNECTION BETWEEN BOARDS

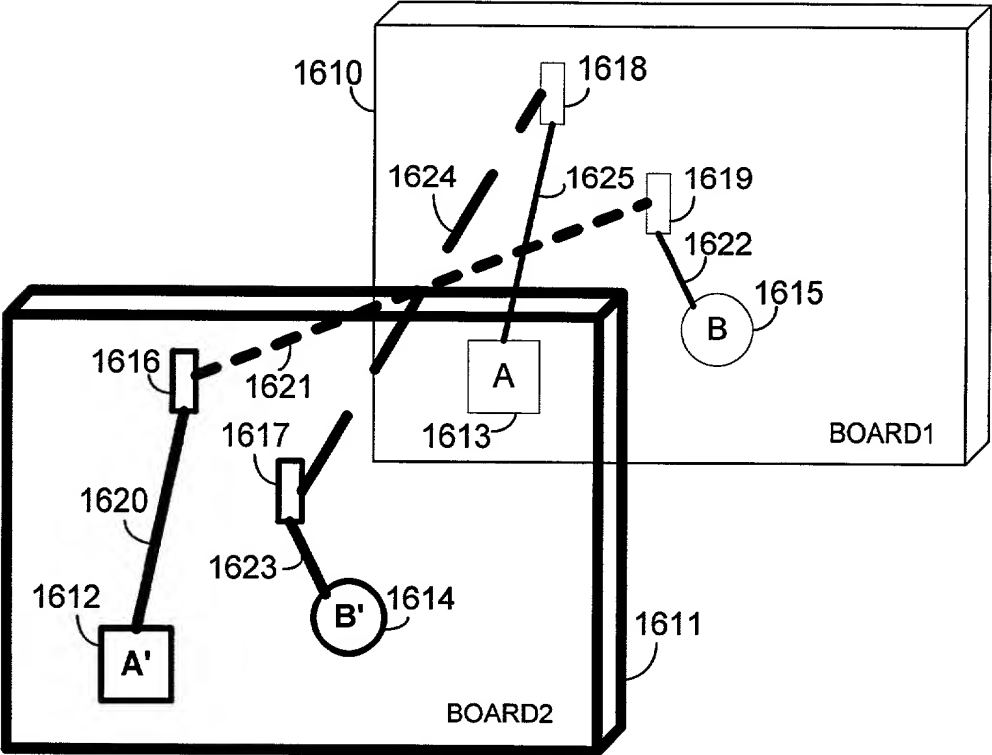


FIG. 40(A)

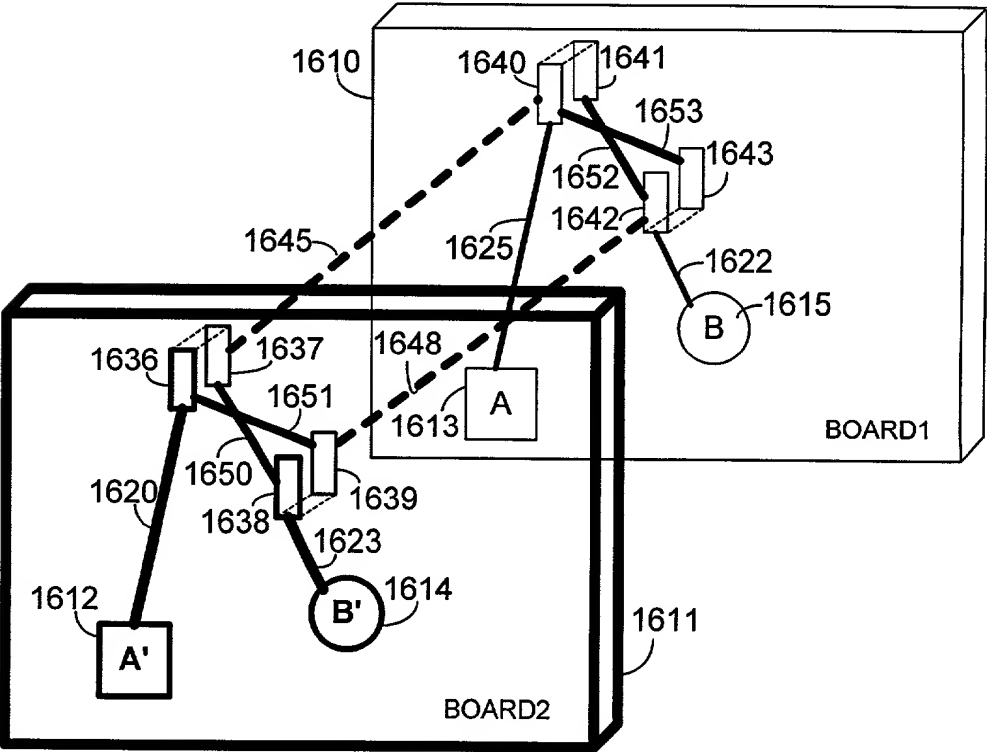


FIG. 40(B)

FIG. 40(A) and FIG. 40(B) are schematic diagrams of FPGA array connections between two boards, BOARD1 and BOARD2. The diagrams show various components and their interconnections, including solid and dashed lines representing different types of connections. BOARD1 is shown in a perspective view, while BOARD2 is shown in a top-down view. The components are labeled with reference numerals, and the boards are labeled BOARD1 and BOARD2. The connections between the boards are shown as lines crossing between the two boards, with some lines being solid and others dashed. The connections are labeled with reference numerals, and the boards are labeled BOARD1 and BOARD2. The connections between the boards are shown as lines crossing between the two boards, with some lines being solid and others dashed. The connections are labeled with reference numerals, and the boards are labeled BOARD1 and BOARD2.

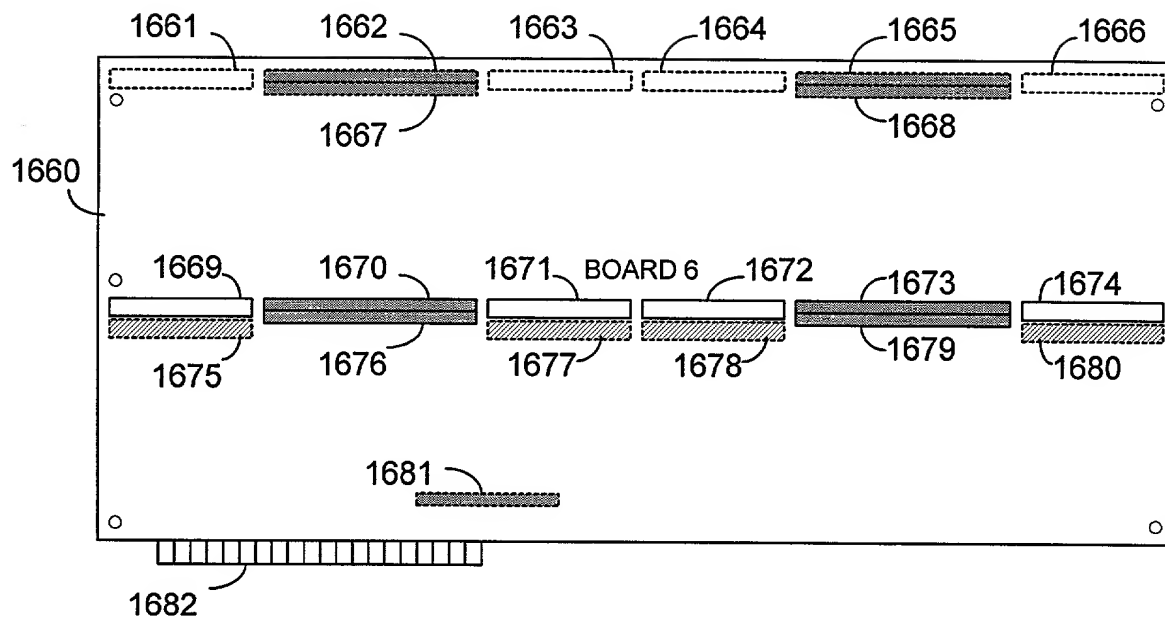


FIG. 41(A)

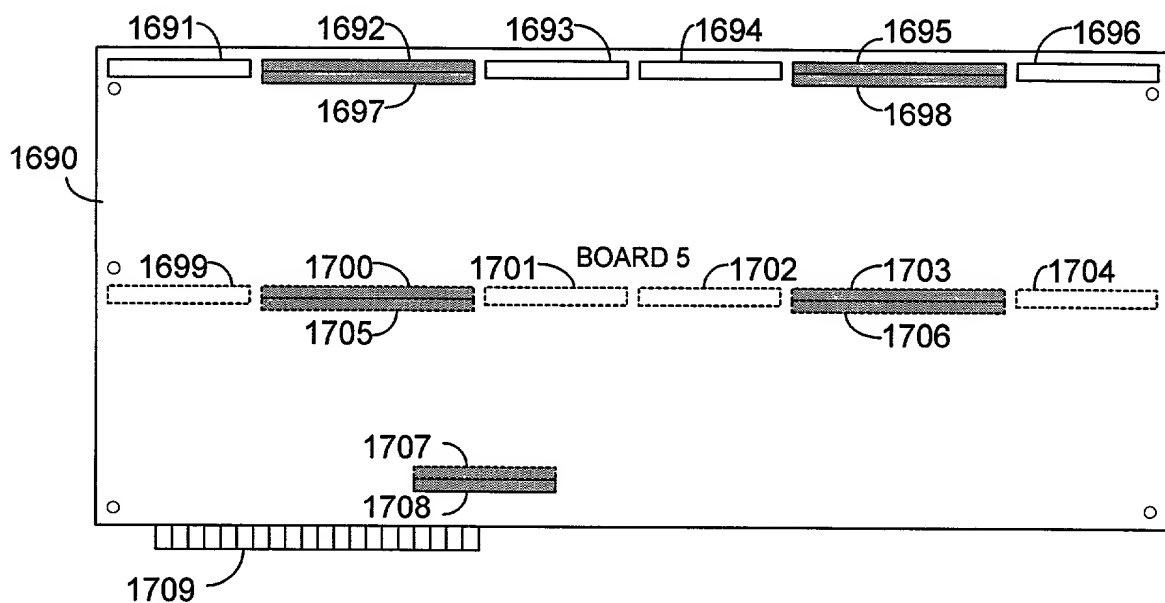


FIG. 41(B)

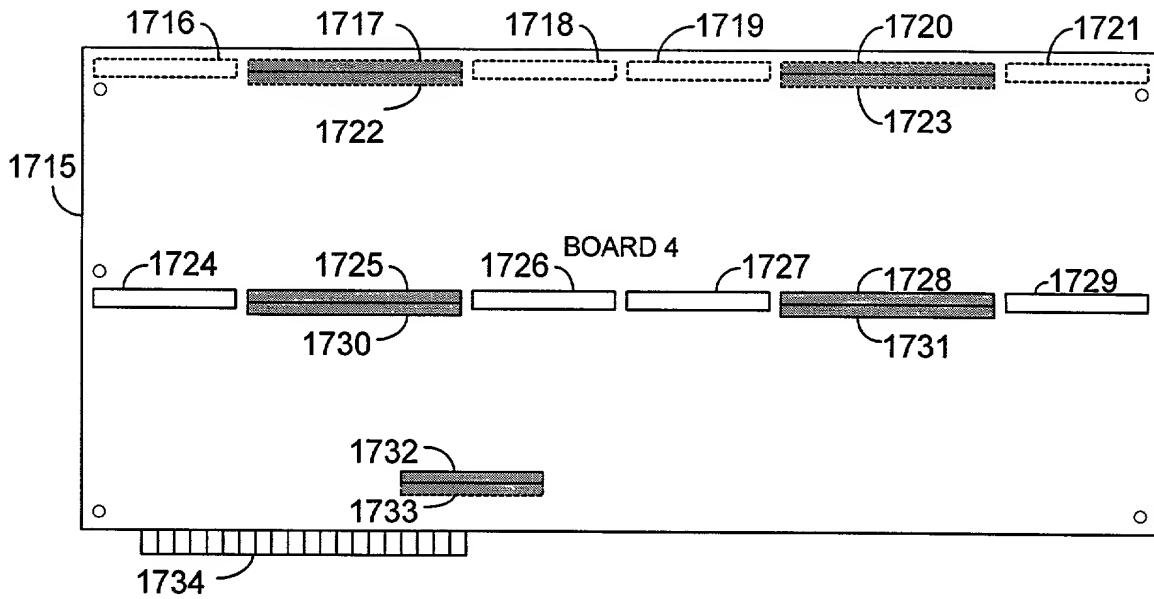


FIG. 41(C)

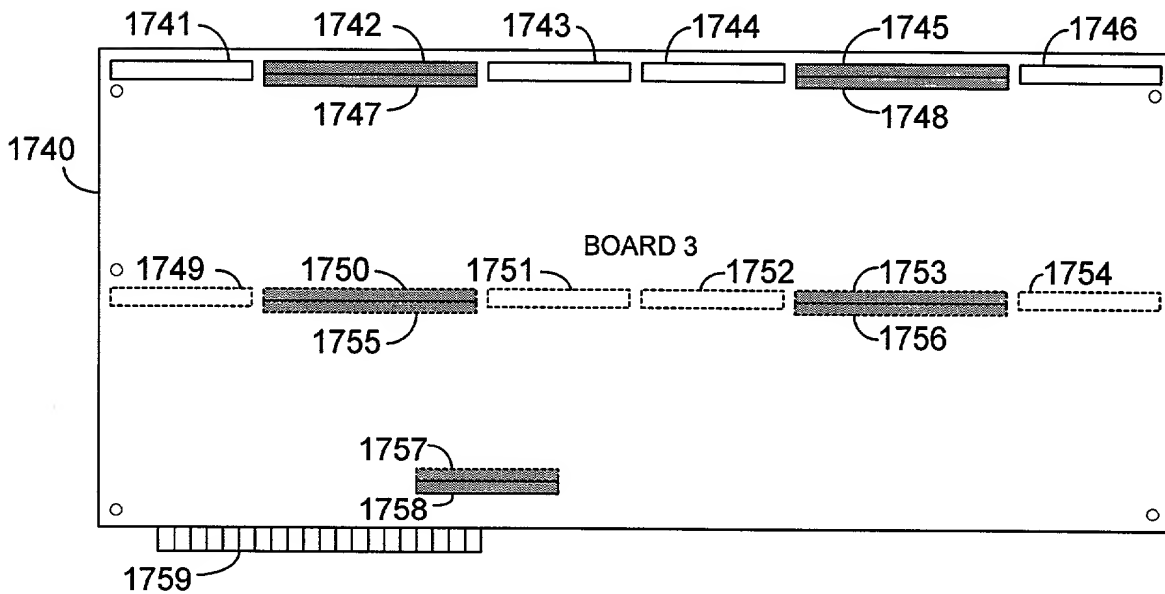


FIG. 41(D)

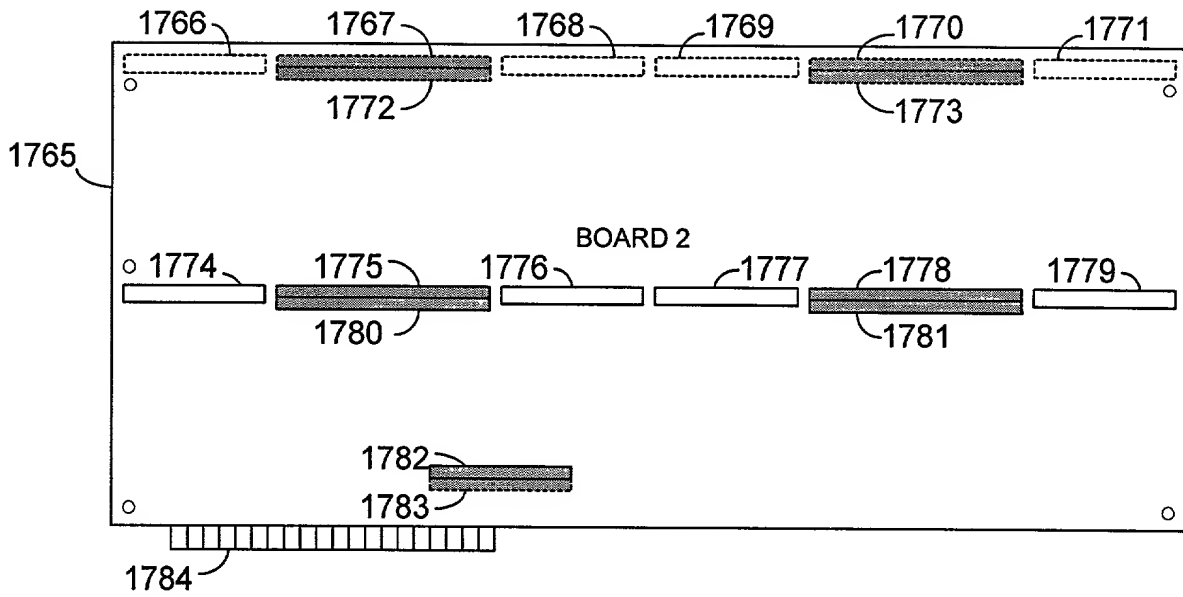


FIG. 41(E)

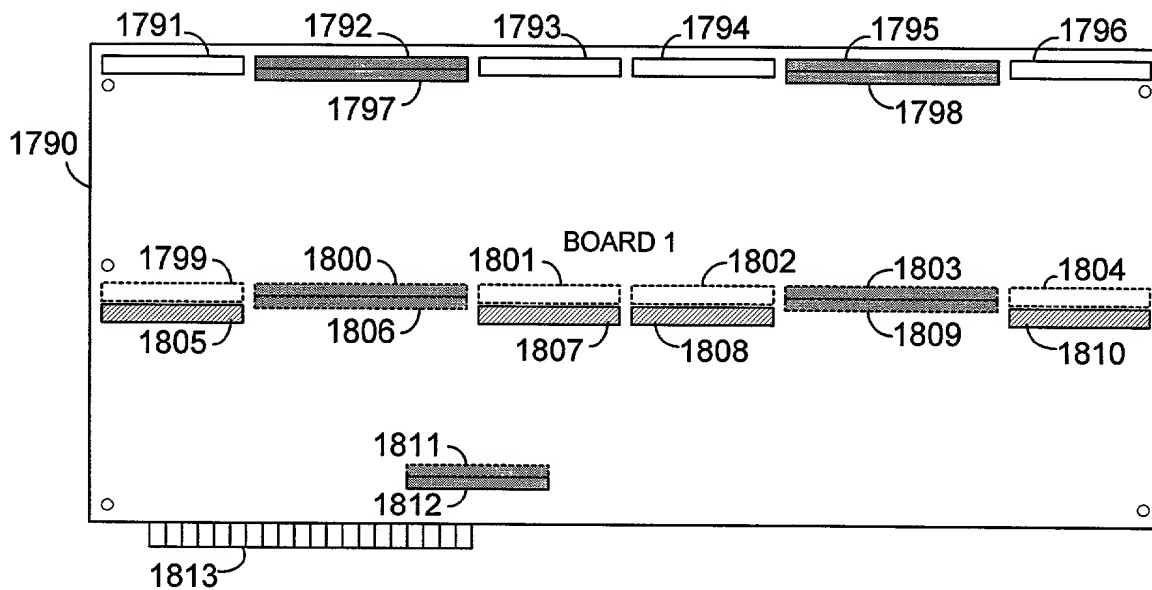


FIG. 41(F)

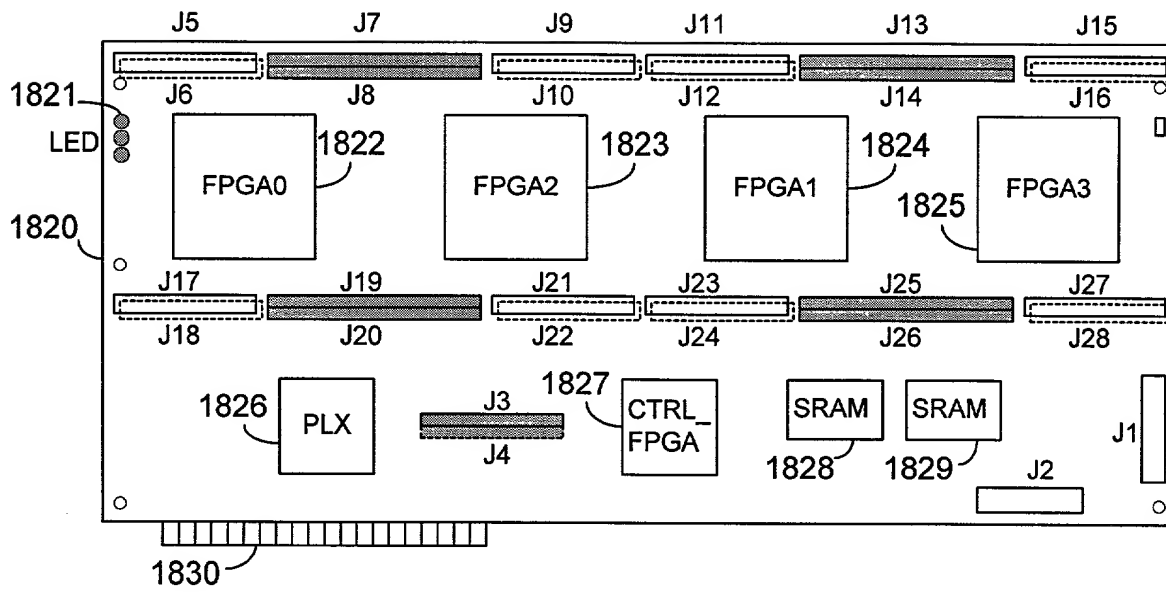


FIG. 42







- 1840  2x30 Header, SMD, component side
- 1841  2x30 Receptacle, SMD, solder side
- 1842  2x45, 2x30 Header, thru hole, component side
- 1843  2x45, 2x30 Receptacle, thru hole, solder side
- 1844  R-pack, SMD, component side
- 1845  R-pack, SMD, solder side

FIG. 43

TWO-BOARD CONFIGURATION DIRECT-NEIGHBOR AND ONE-HOP FPGA ARRAY – X TORUS, Y MESH

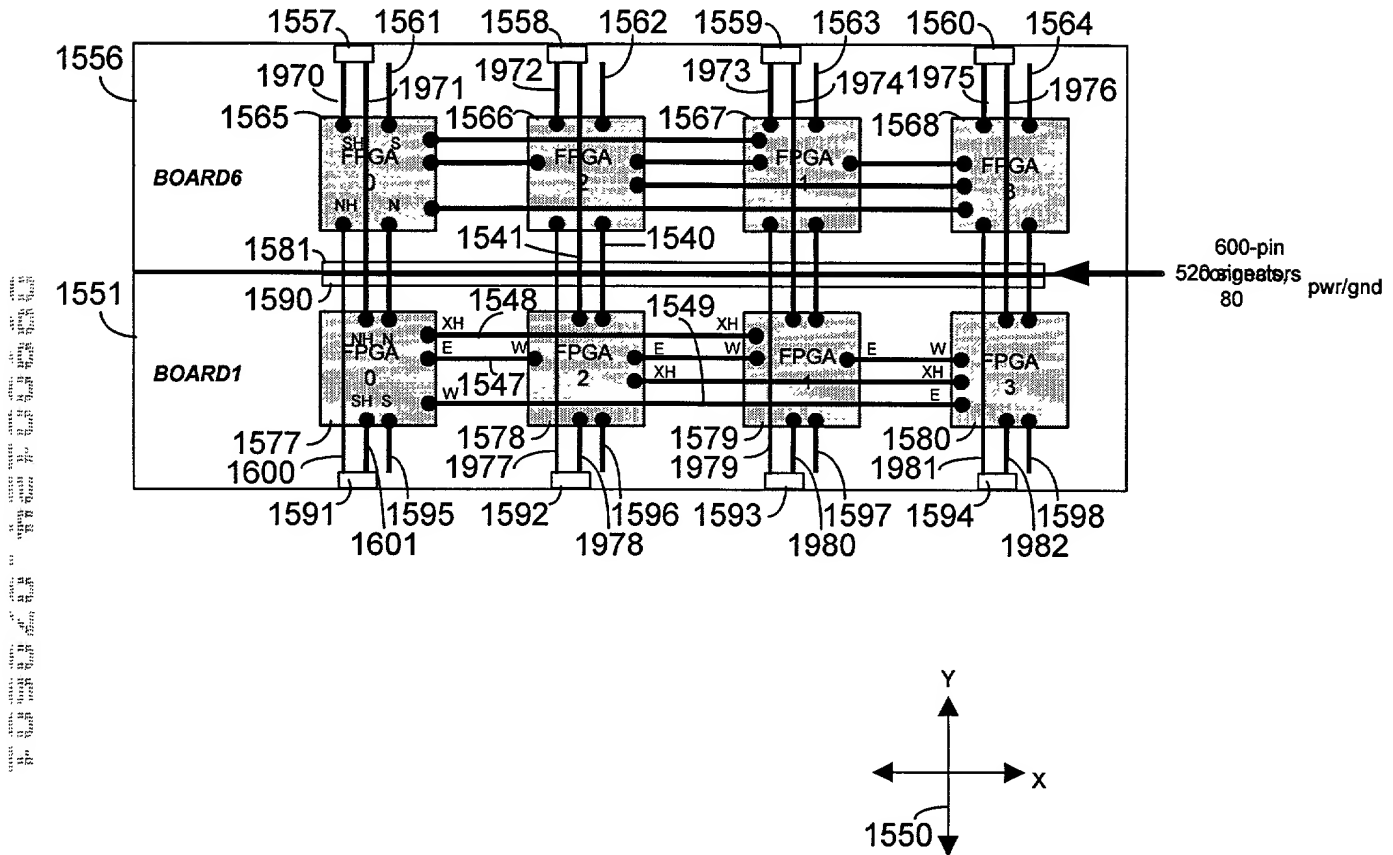


FIG. 44

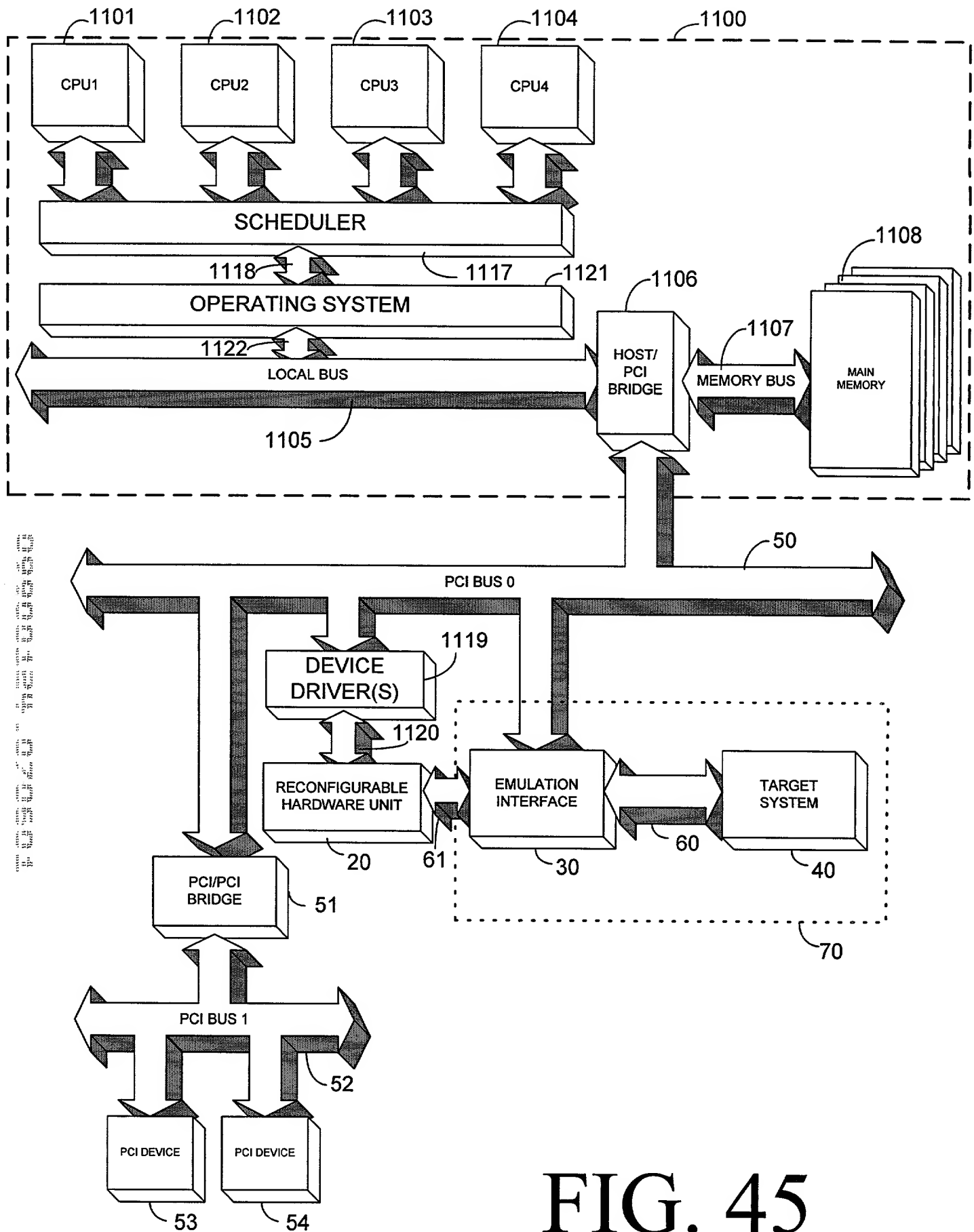


FIG. 45

FIG. 46 is a block diagram of a system architecture. The system includes a workstation 1110, a PCI BUS 0 50, a PCI BUS 1 52, and a target system 40. The workstation 1110 contains a CPU 11, an OS 1121, a LOCAL BUS 12, a HOST/PCI BRIDGE 13, and MAIN MEMORY 15. The CPU 11 is connected to the OS 1121 via the LOCAL BUS 12. The OS 1121 is connected to the HOST/PCI BRIDGE 13 via the LOCAL BUS 12. The HOST/PCI BRIDGE 13 is connected to the MAIN MEMORY 15 via a MEMORY BUS 14. The workstation 1110 is connected to the PCI BUS 0 50 via the HOST/PCI BRIDGE 13. The PCI BUS 0 50 is connected to a PCI/PCI BRIDGE 51 and a DEVICE DRIVER(S) 1119. The PCI/PCI BRIDGE 51 is connected to the PCI BUS 1 52. The PCI BUS 1 52 is connected to two PCI DEVICES 53 and 54. The DEVICE DRIVER(S) 1119 is connected to a RECONFIGURABLE HARDWARE UNIT 20 via a bidirectional connection 1120. The RECONFIGURABLE HARDWARE UNIT 20 is connected to an EMULATION INTERFACE 30 via a bidirectional connection 61. The EMULATION INTERFACE 30 is connected to a TARGET SYSTEM 40 via a bidirectional connection 60. The TARGET SYSTEM 40 is enclosed in a dashed box 70.

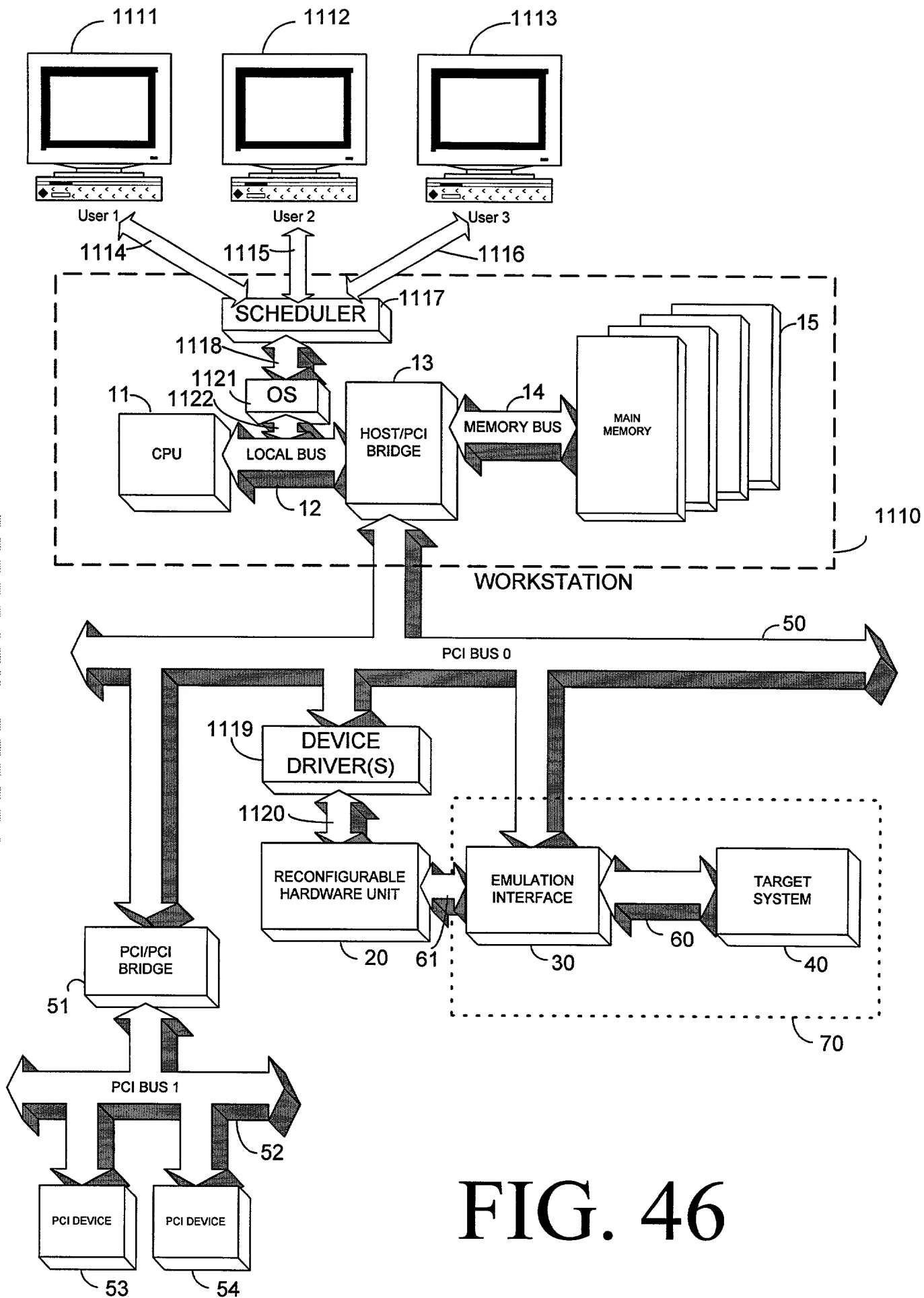


FIG. 46

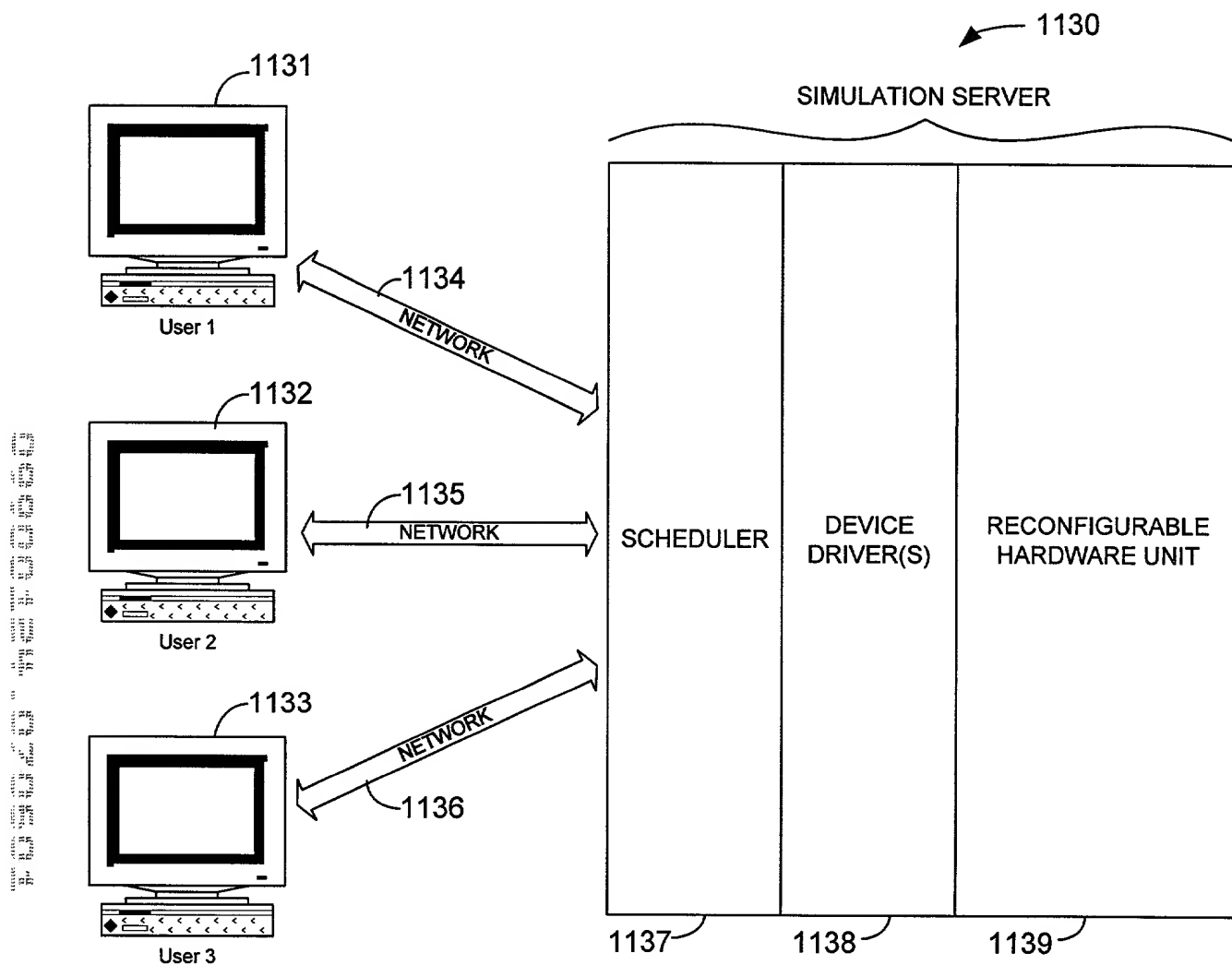


FIG. 47

SIMULATION SERVER ARCHITECTURE

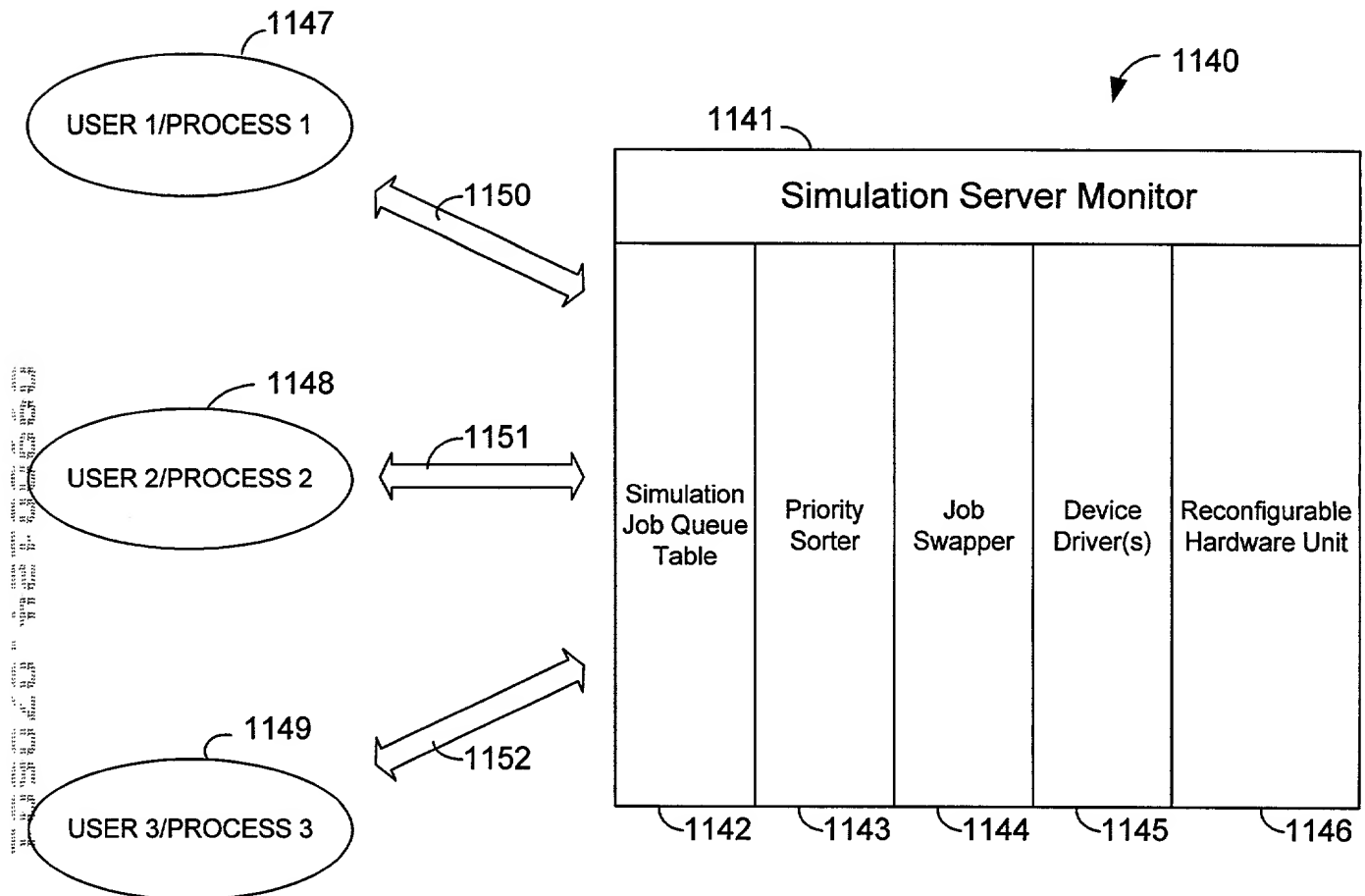


FIG. 48

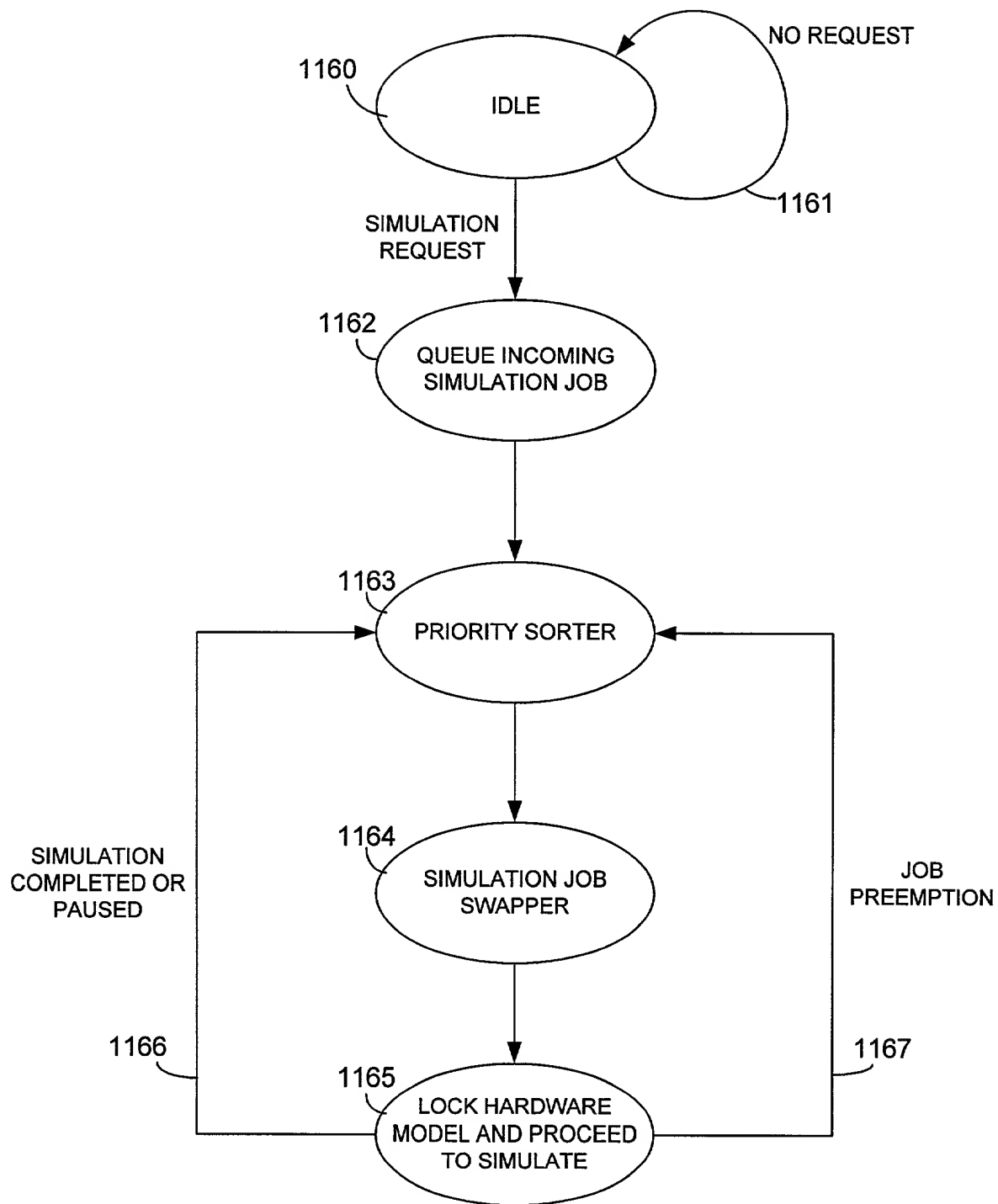


FIG. 49

JOB SWAPPER

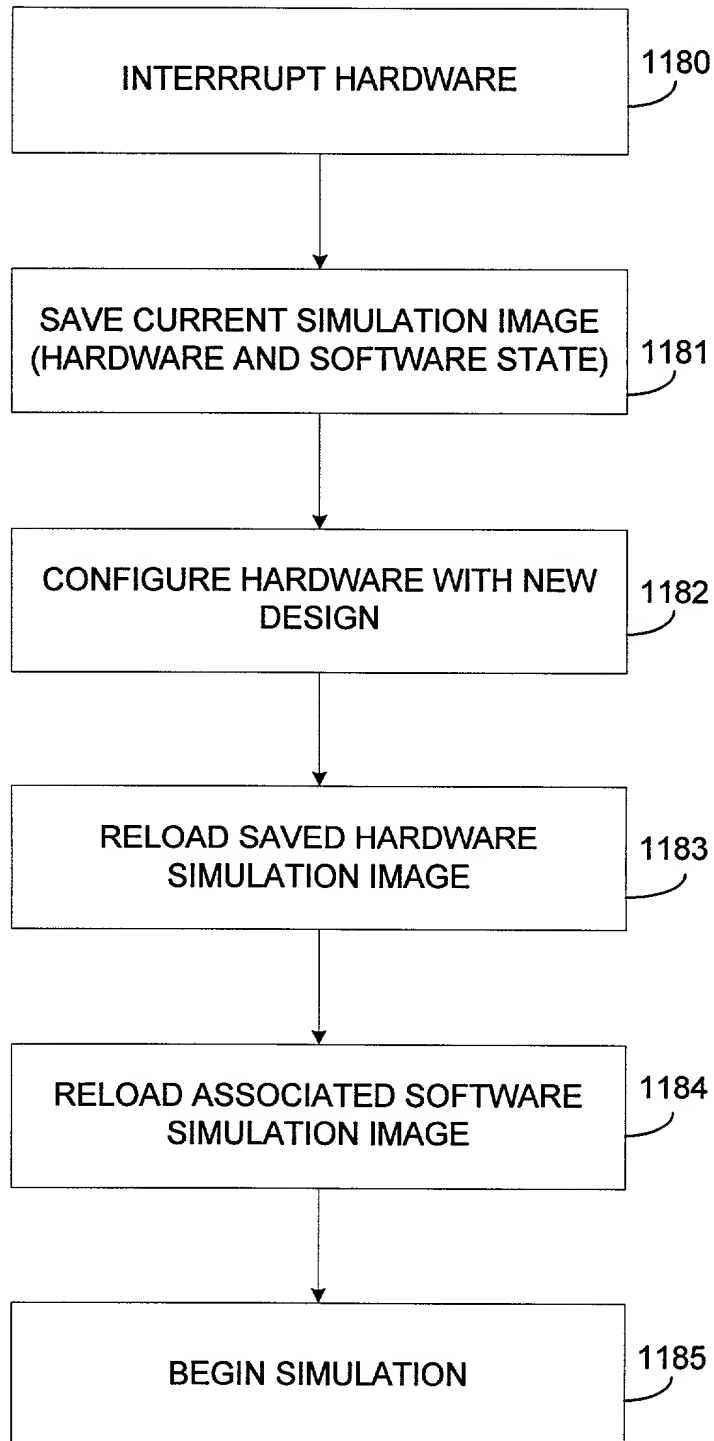


FIG. 50

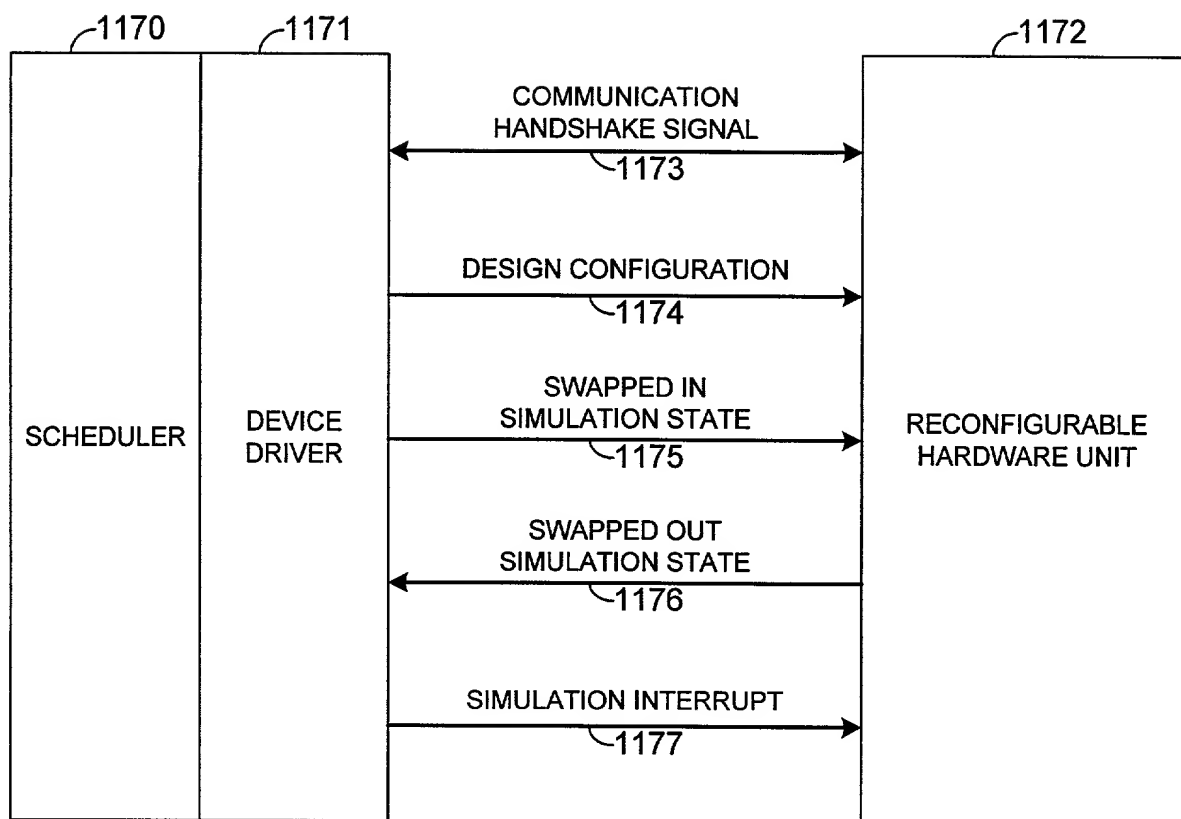


FIG. 51

PRIORITY I { JOB A
JOB B

PRIORITY II { JOB C
JOB D

TIME-SHARED HARDWARE USAGE:

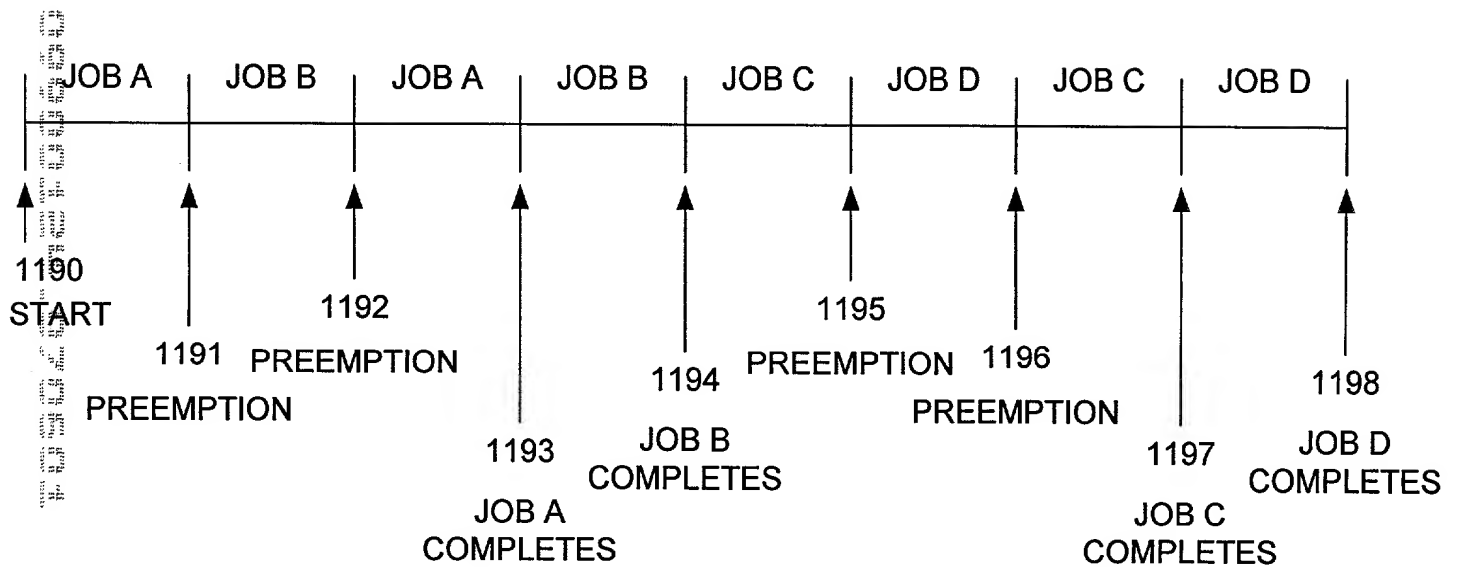


FIG. 52

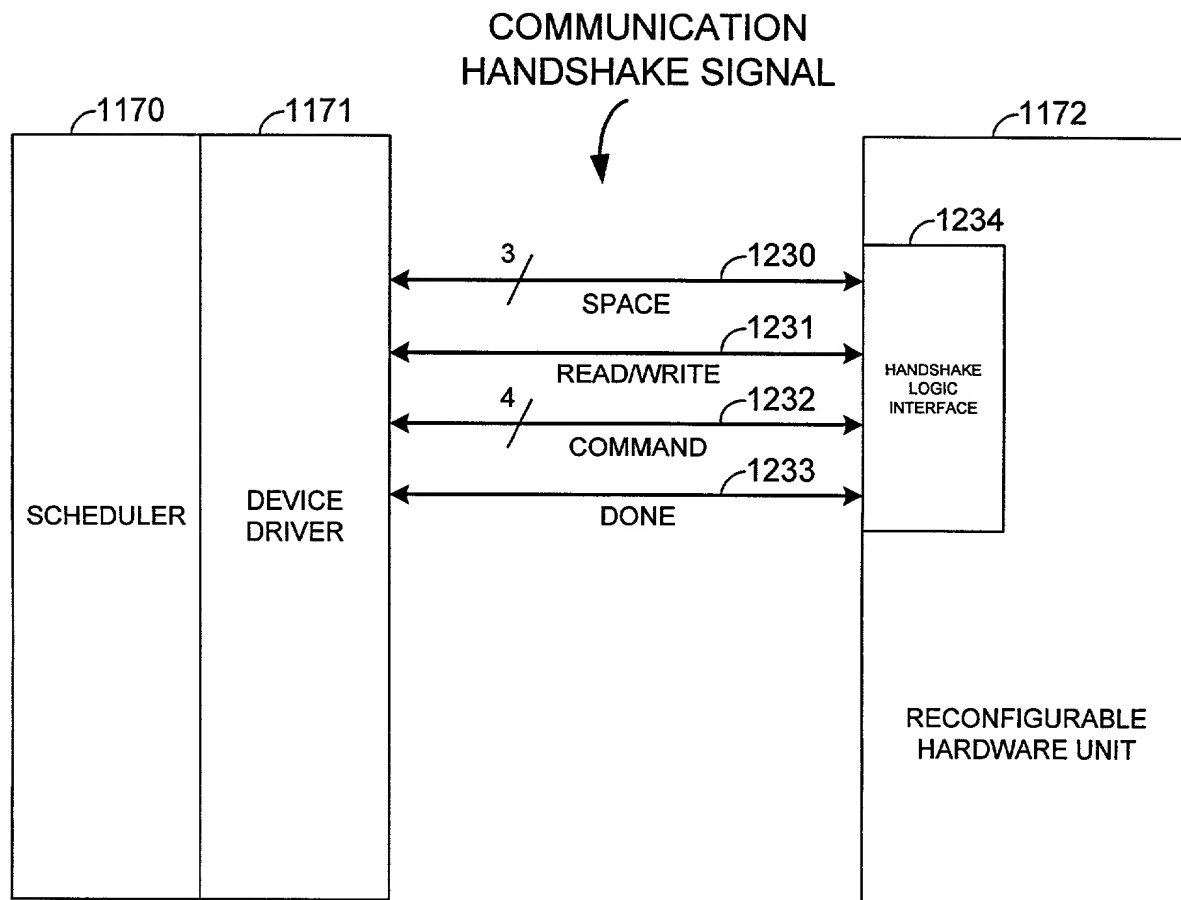


FIG. 53

COMMUNICATION HANDSHAKE PROTOCOL

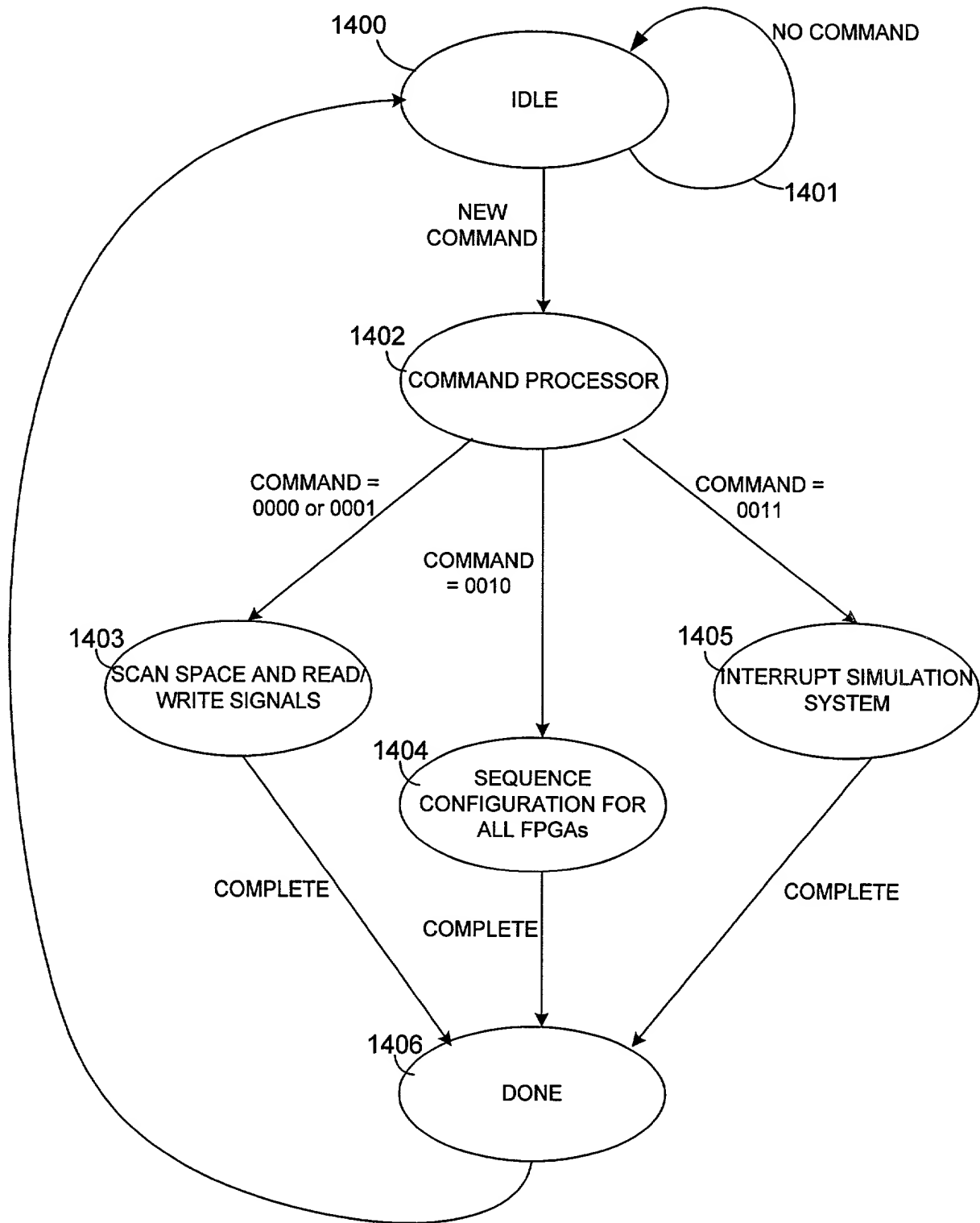


FIG. 54

FIG. 55 is a block diagram of a network architecture showing a Client and a Server. The Client includes a Client Program (1109), Socket System Call (1123), UNIX Kernel (1124), and TCP/IP (1125). The Server includes a TCP/IP (1126), UNIX Kernel (1127), Socket System Call (1128), and Simulation Server (1129). A bidirectional arrow (1153) connects the TCP/IP of the Client to the TCP/IP of the Server.

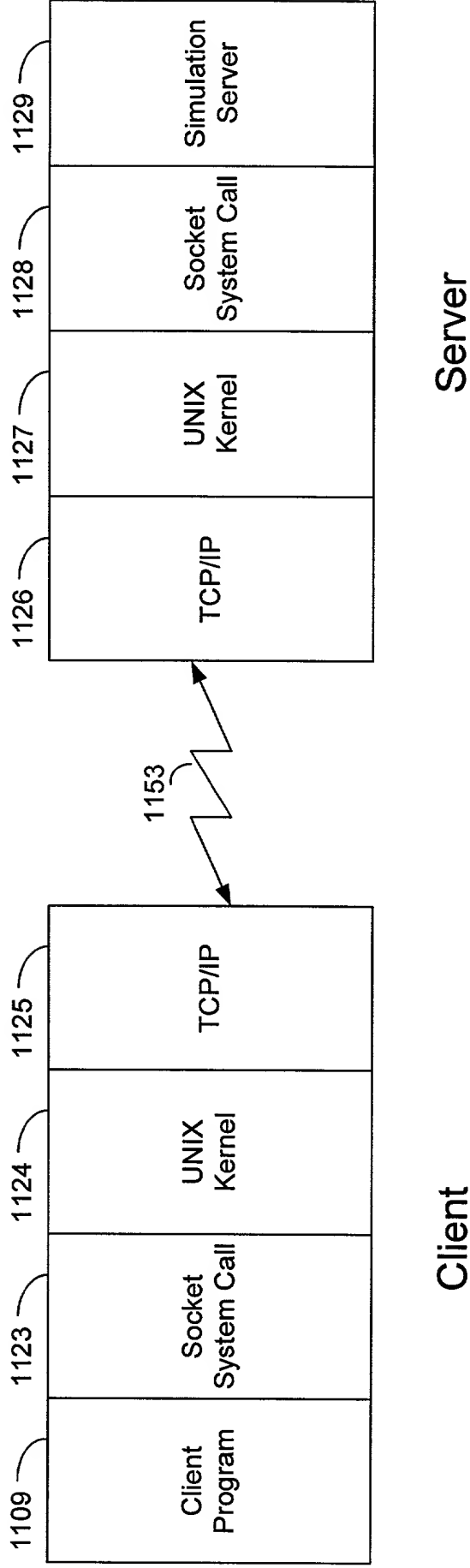


FIG. 55

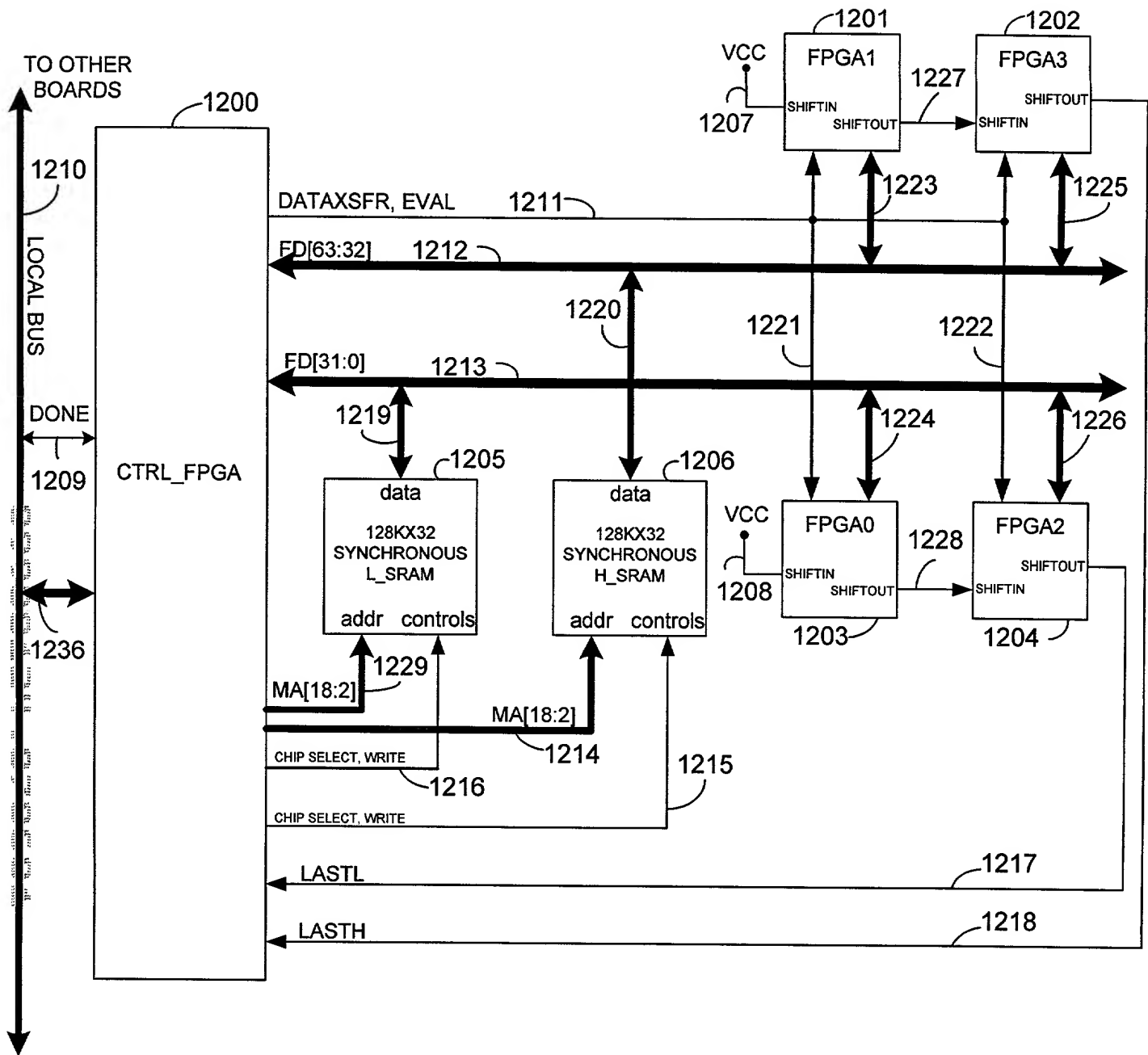


FIG. 56

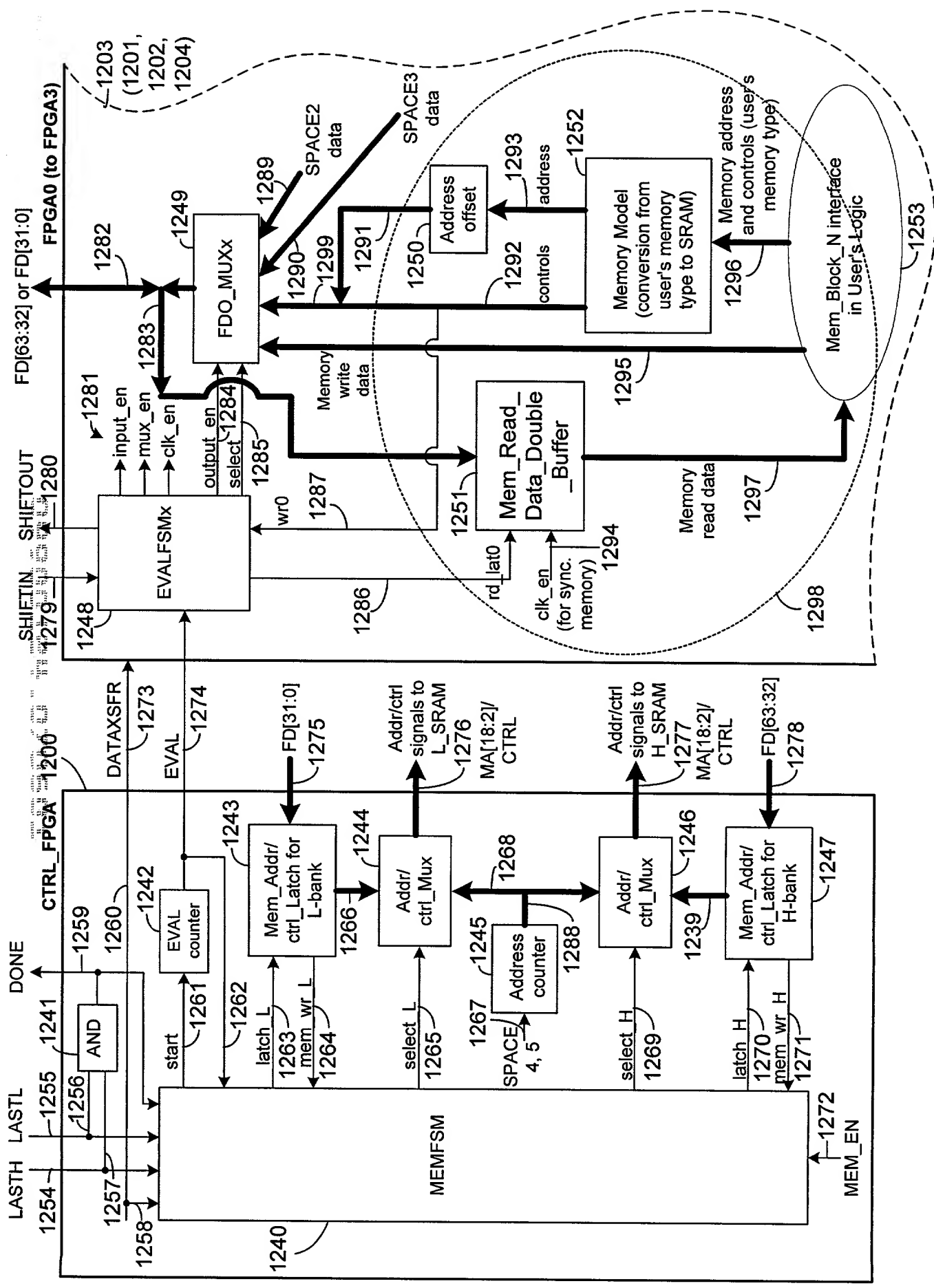


FIG. 57

MEMFSM - Memory Finite State Machine in CTRL_FPGA unit

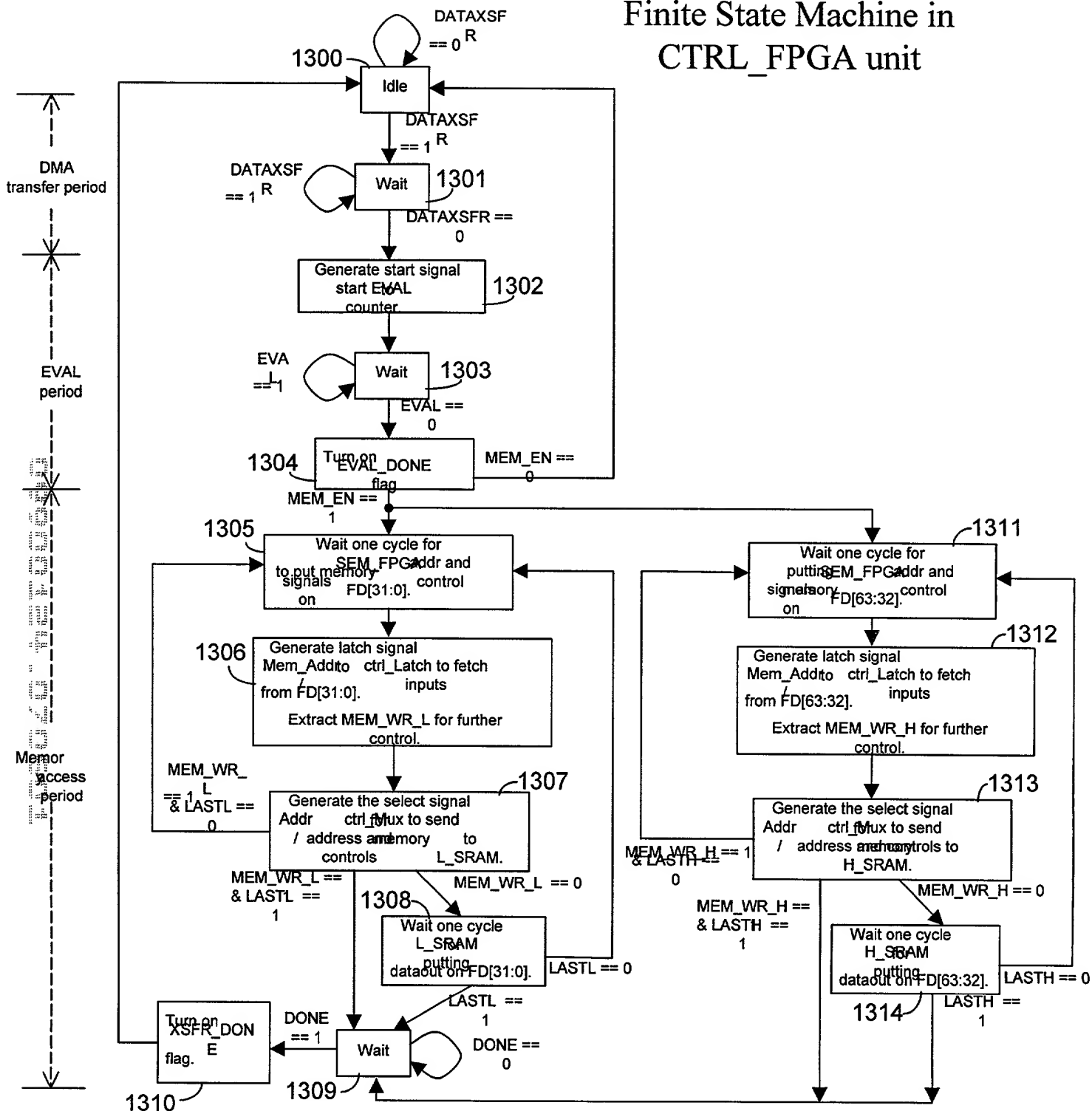


FIG. 58

EVALFSM - EVAL Finite State Machine in each FPGA logic device

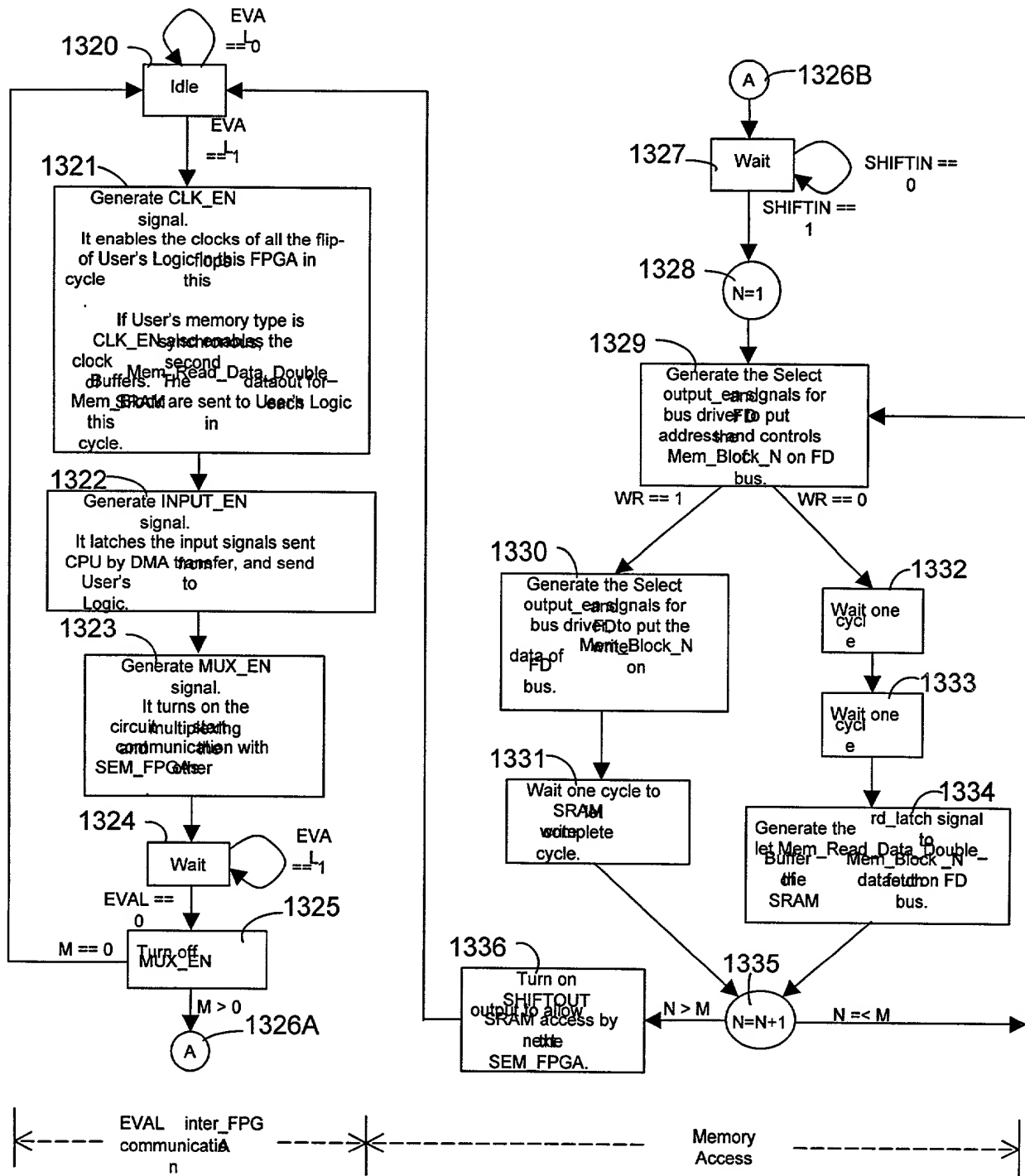
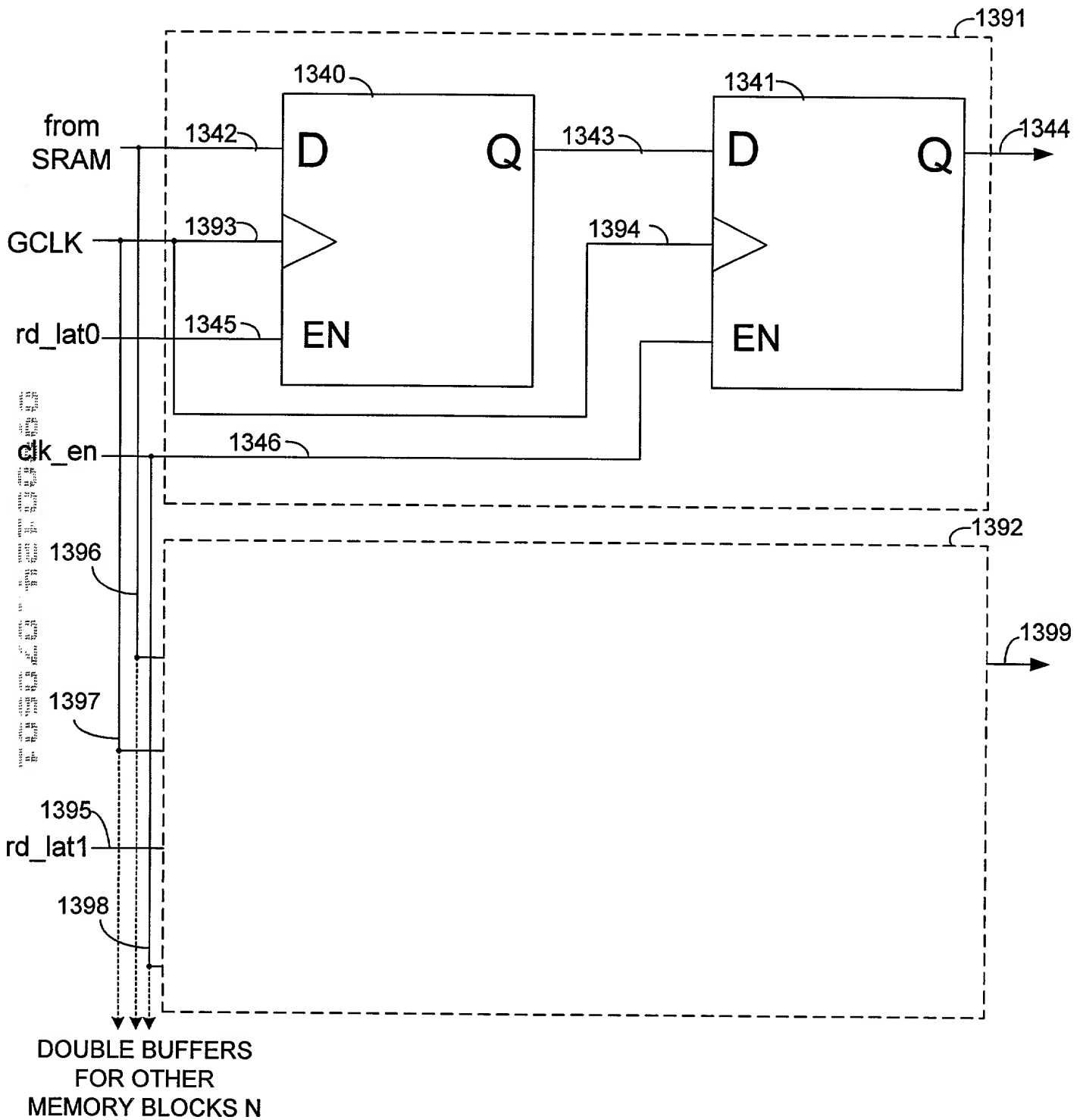


FIG. 59

FIG. 60



SIMULATION WRITE/READ CYCLE

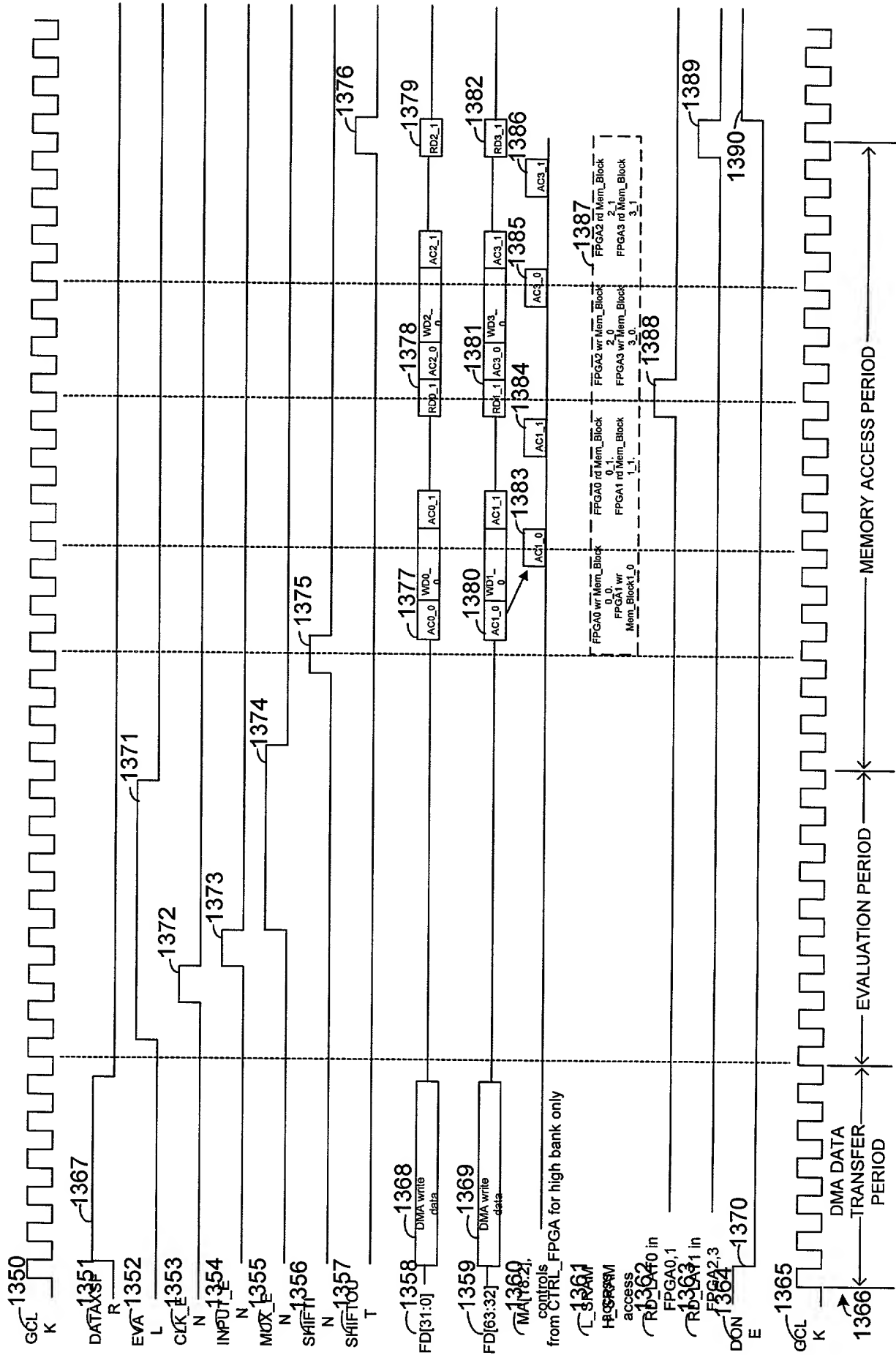


FIG. 61

SIMULATION DATA TRANSFER TIMING

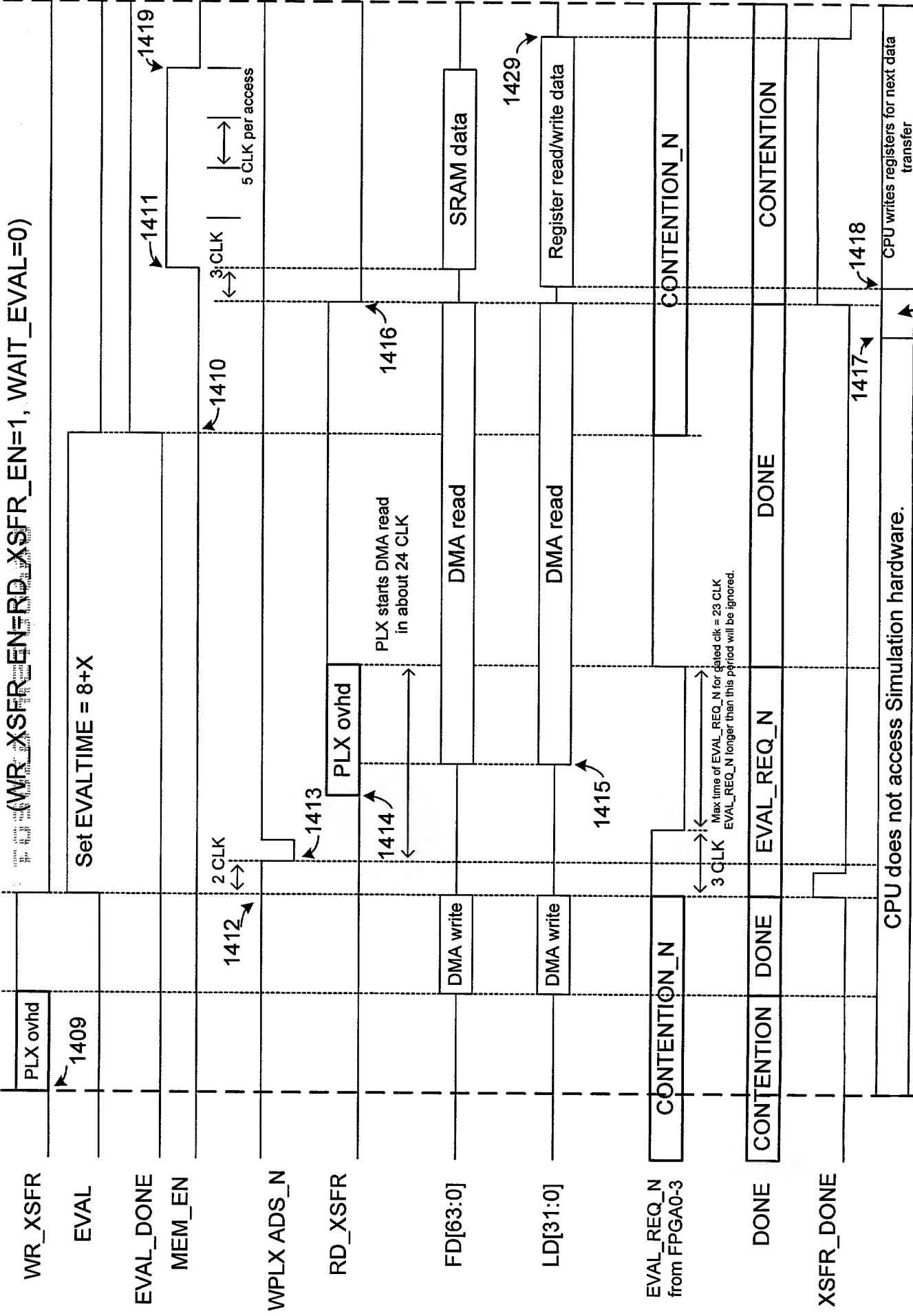


FIG. 62

SIMULATION DATA TRANSFER TIMING

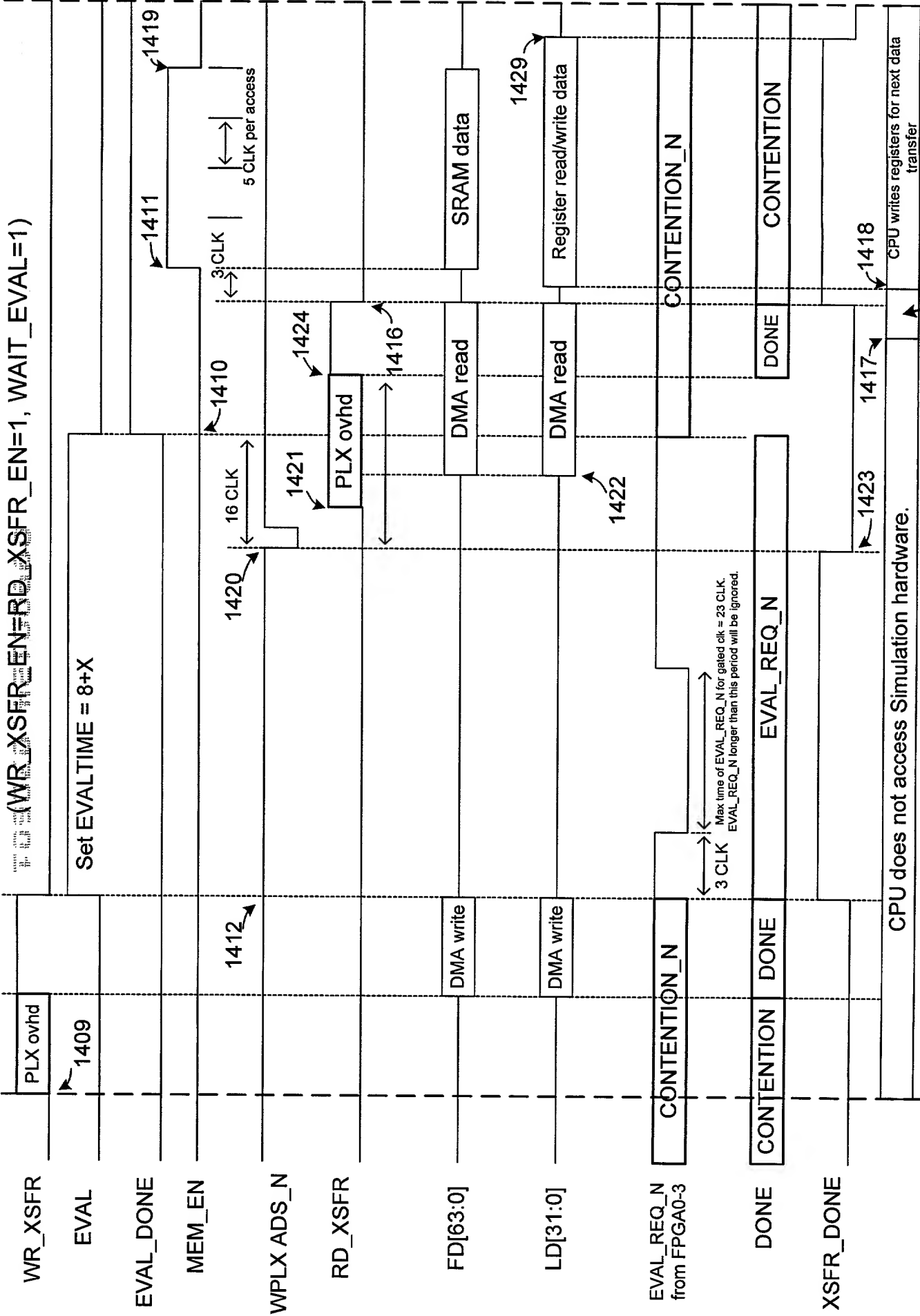


FIG. 63

Typical User Design of PCI Add-on Cards

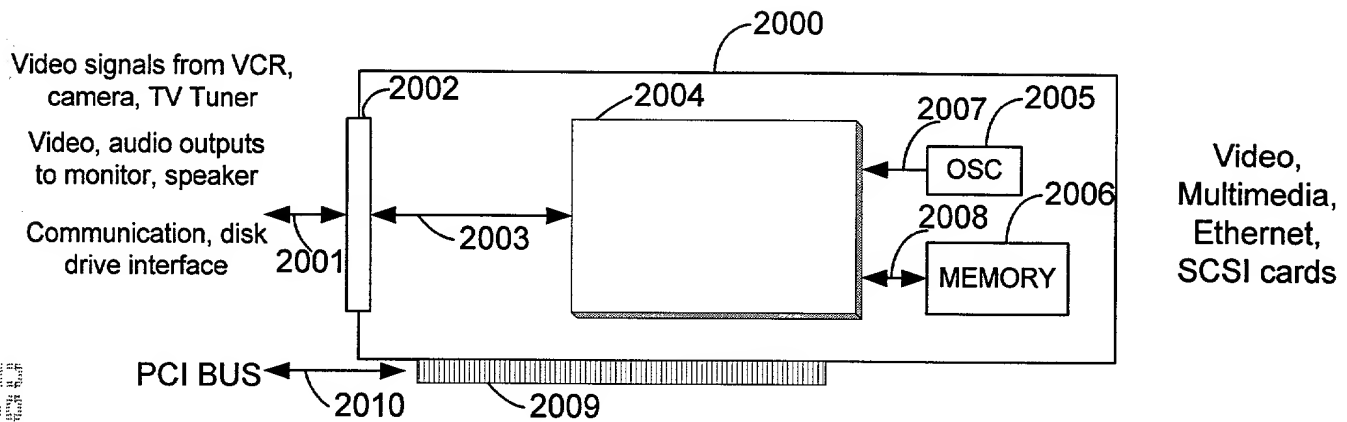
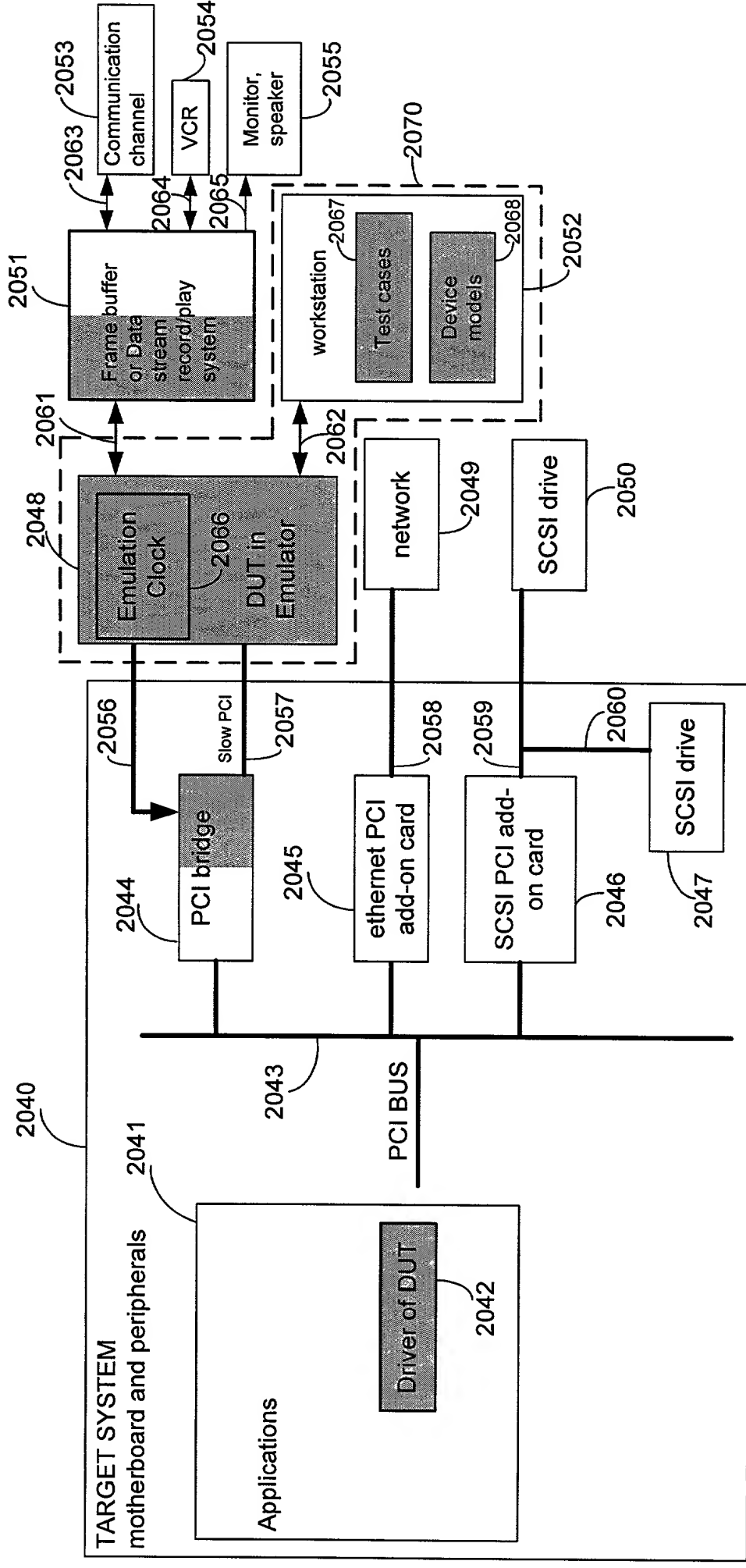


FIG. 64

Typical Co-Verification by Using Emulator




 : running time at emulation speed
 The rest of the target system is running at full speed.

FIG. 66

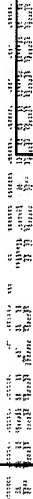
[illegible]

FIG. 67

CO-VERIFICATION WITHOUT EXTERNAL I/O

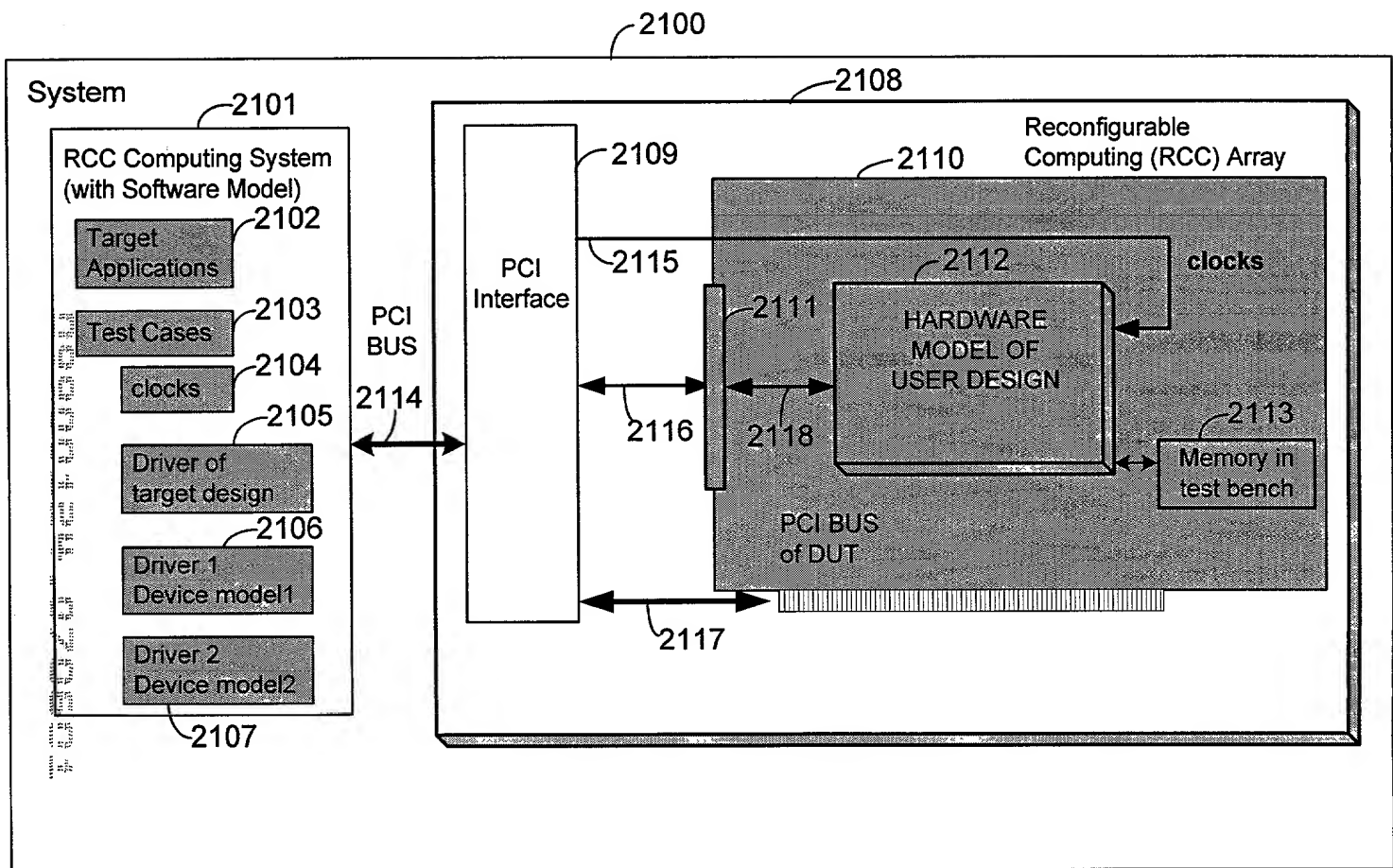


FIG. 68

CO-VERIFICATION WITH EXTERNAL I/O

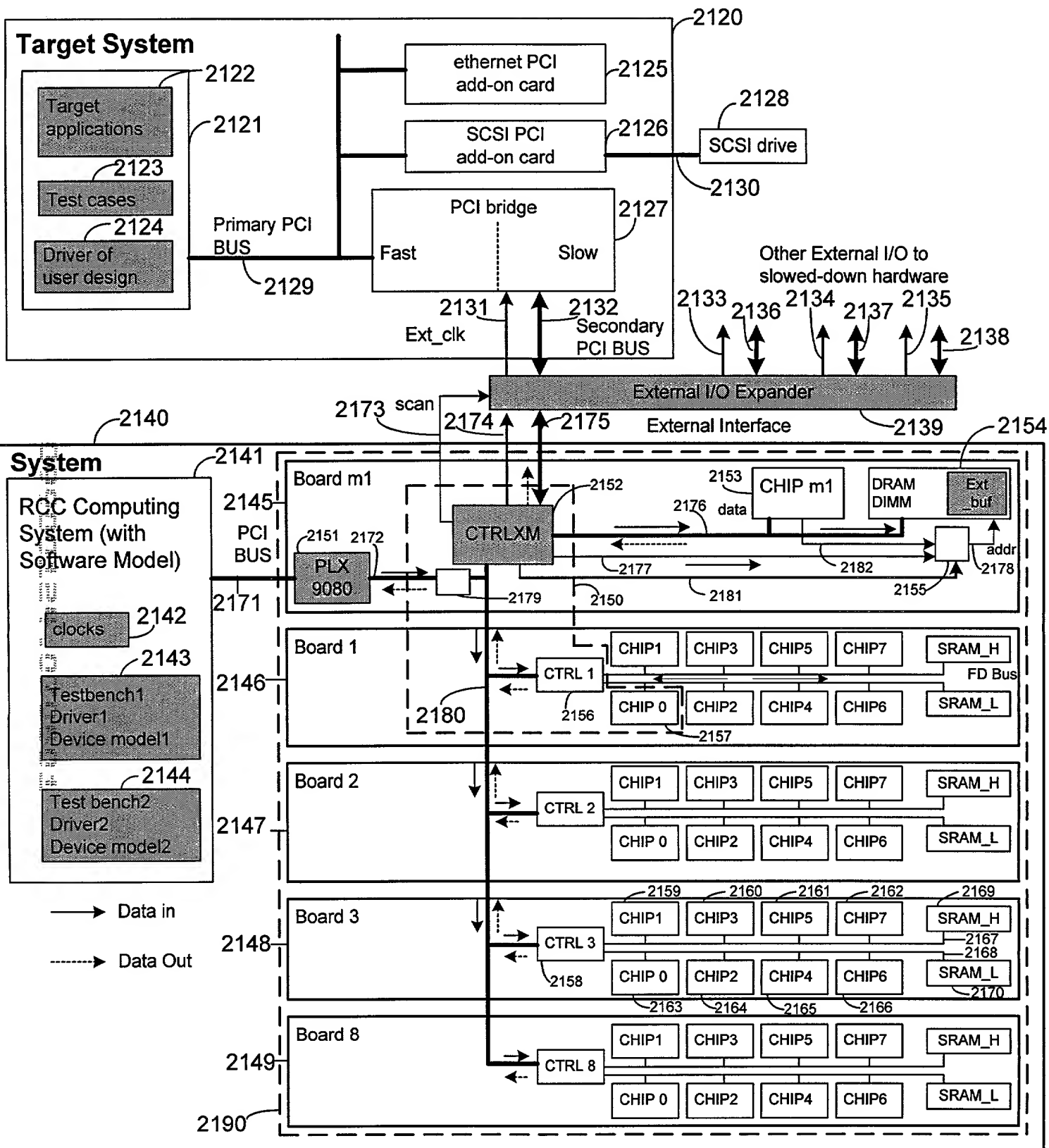


FIG. 69

CONTROL OF DATA-IN CYCLE

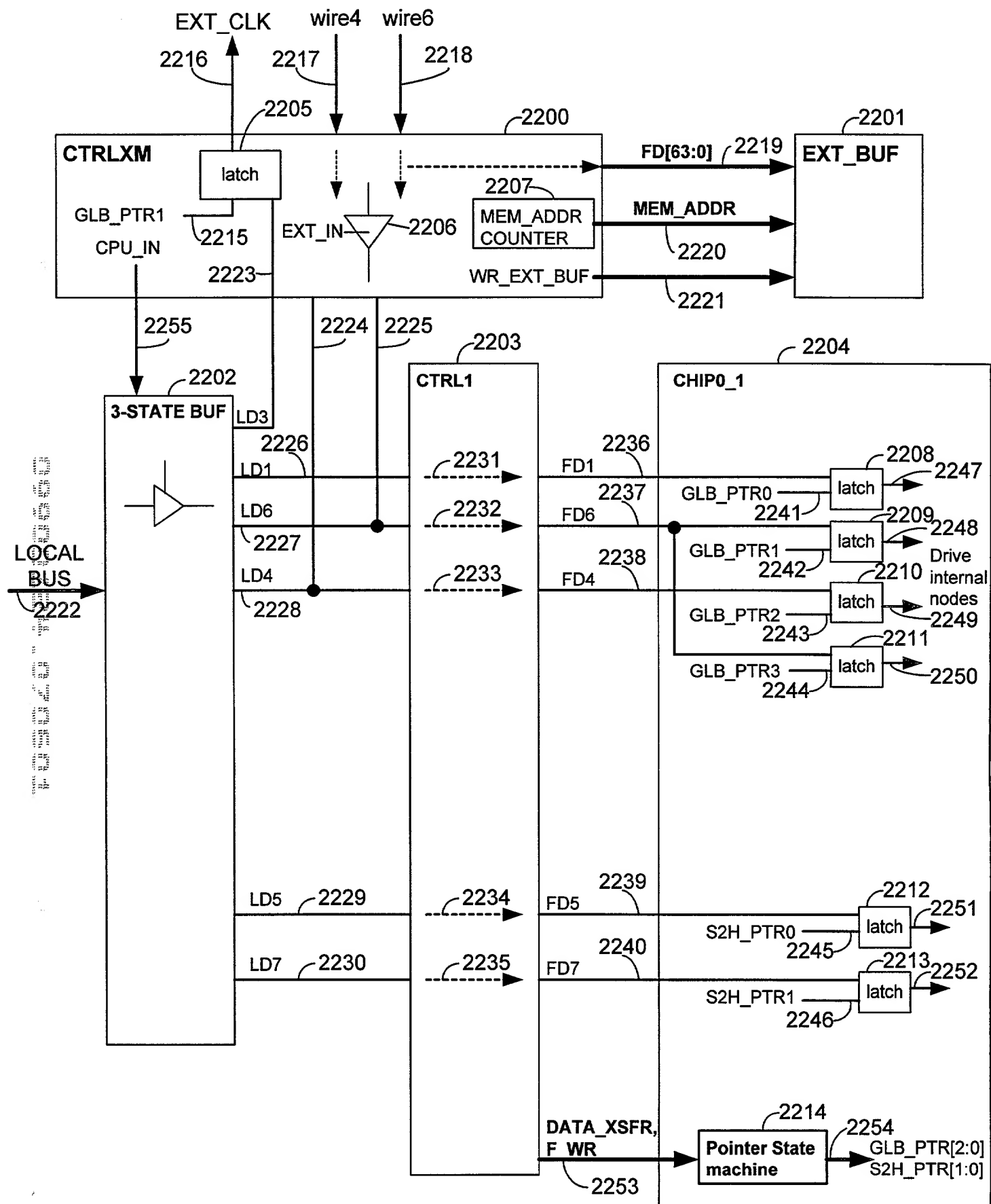


FIG. 70

CONTROL OF DATA-OUT CYCLE

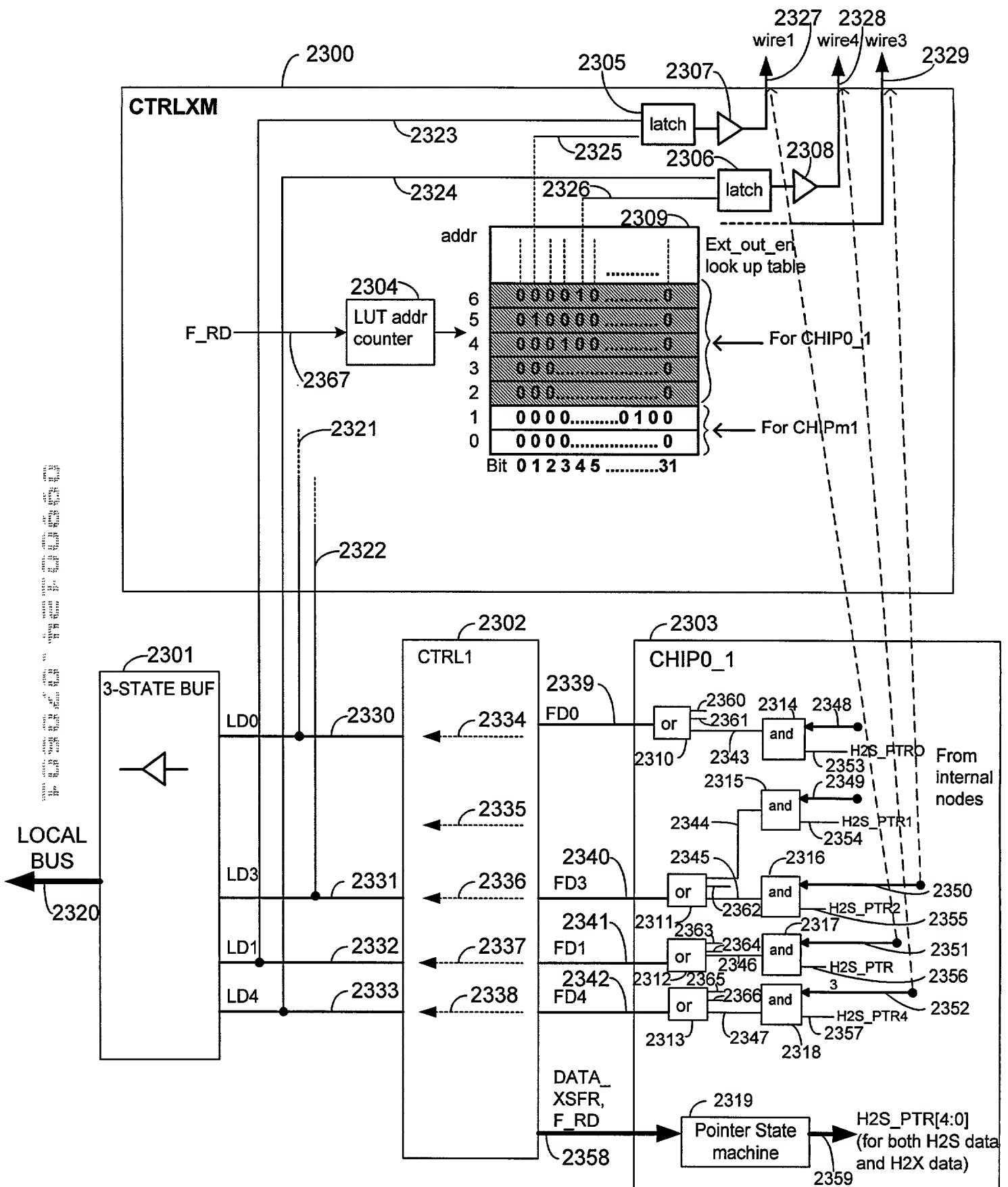


FIG. 71

CONTROL OF DATA-IN CYCLE

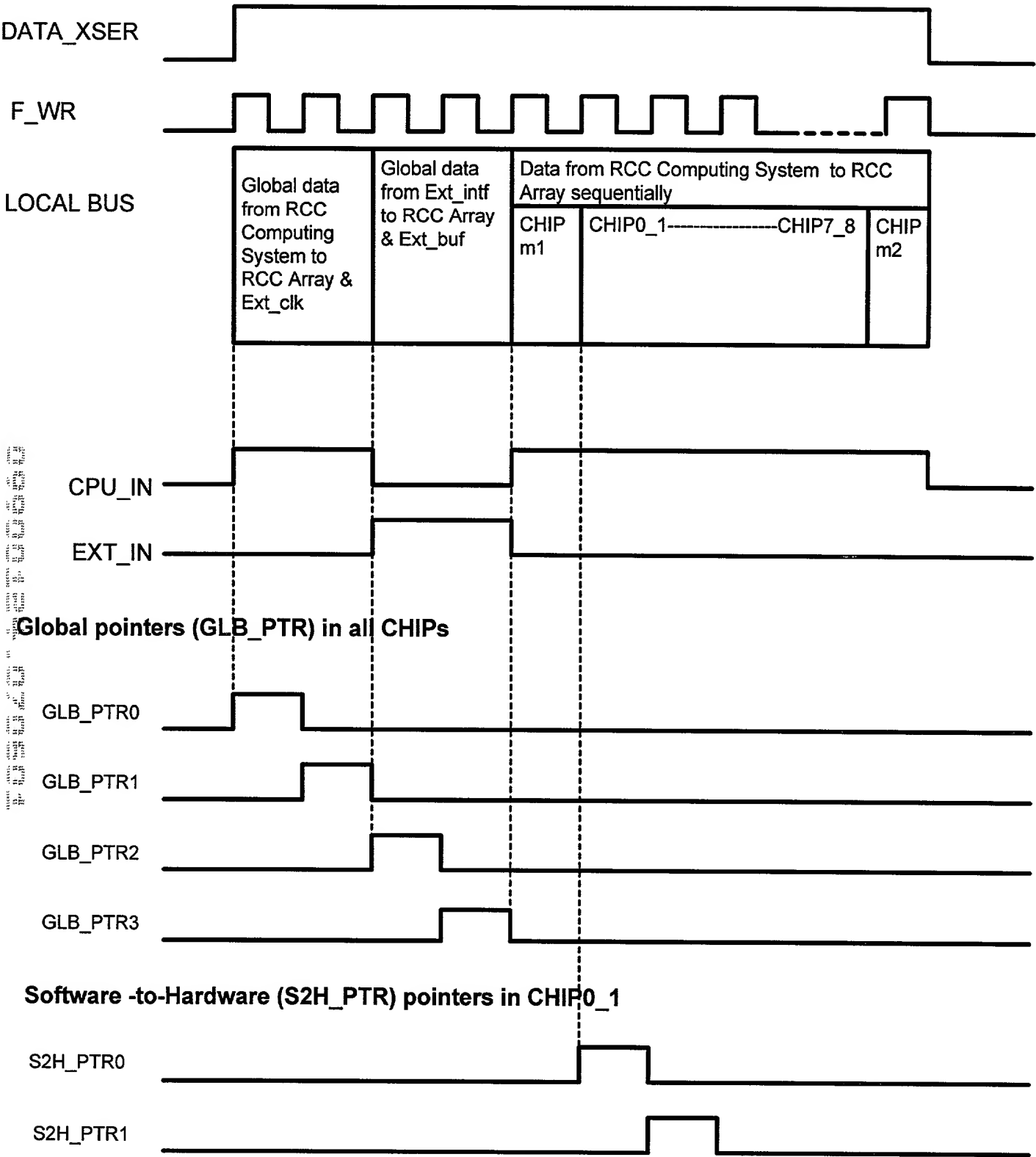


FIG. 72

CONTROL OF DATA-OUT CYCLE

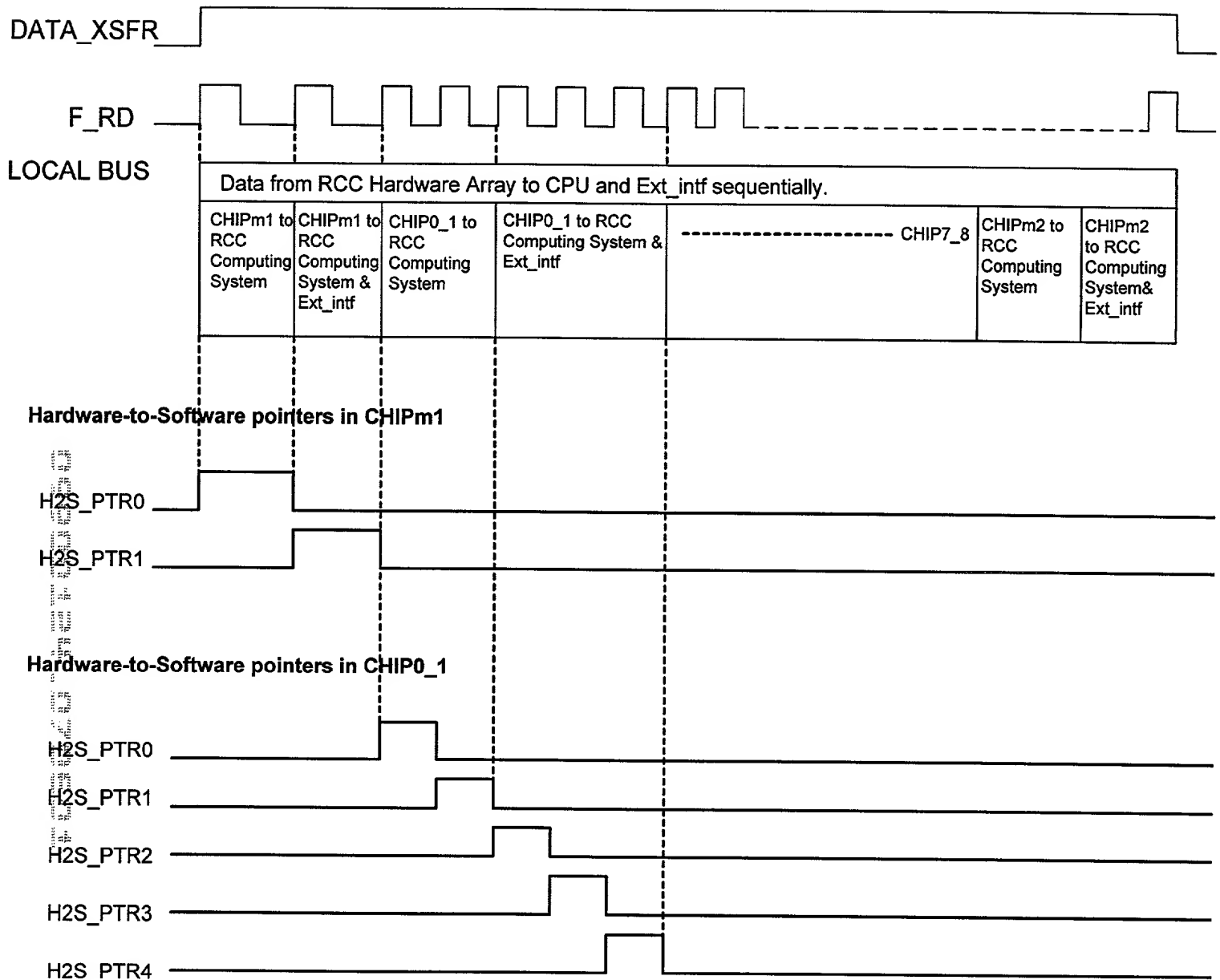


FIG. 73

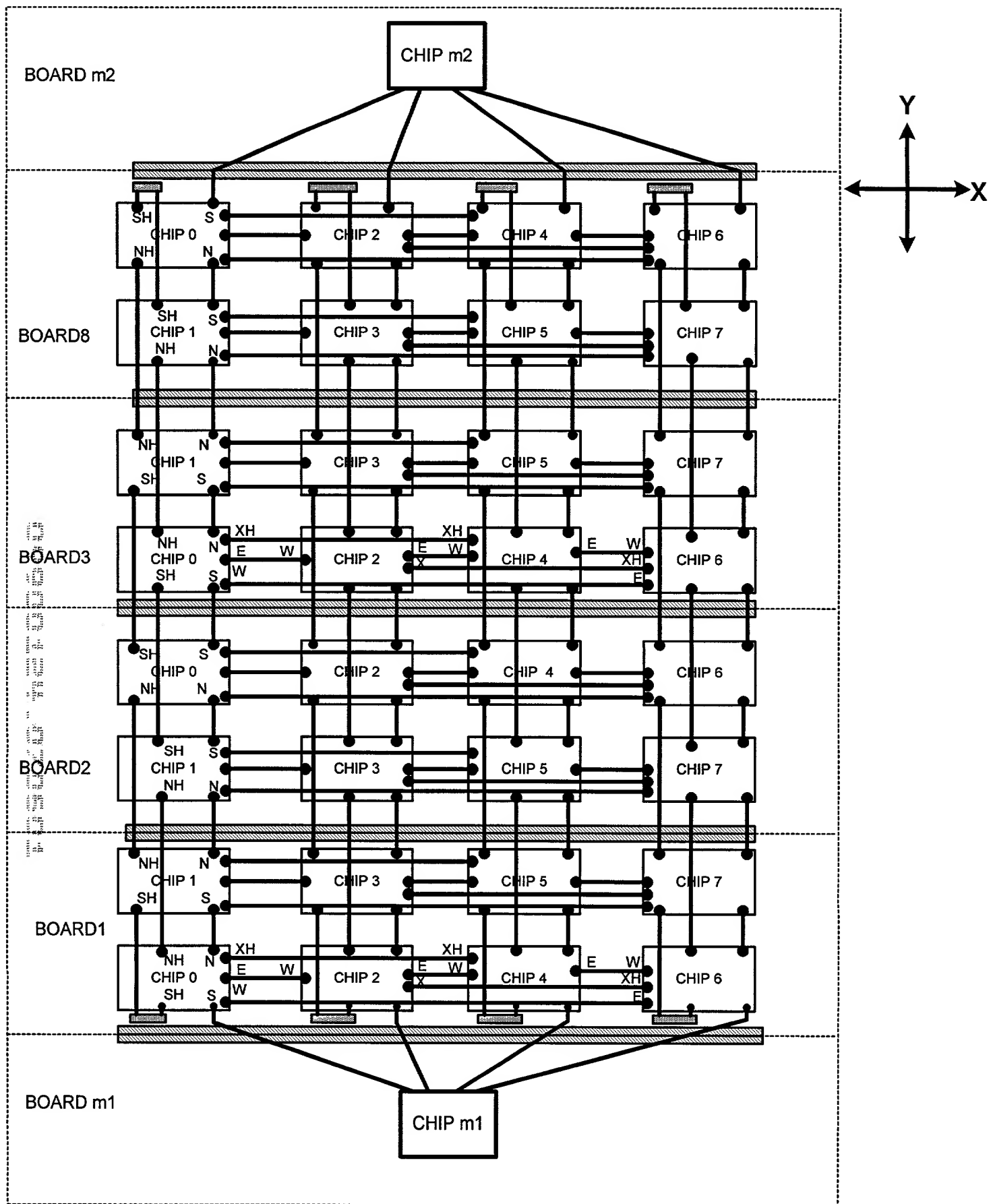


FIG. 74

SHIFT REGISTER

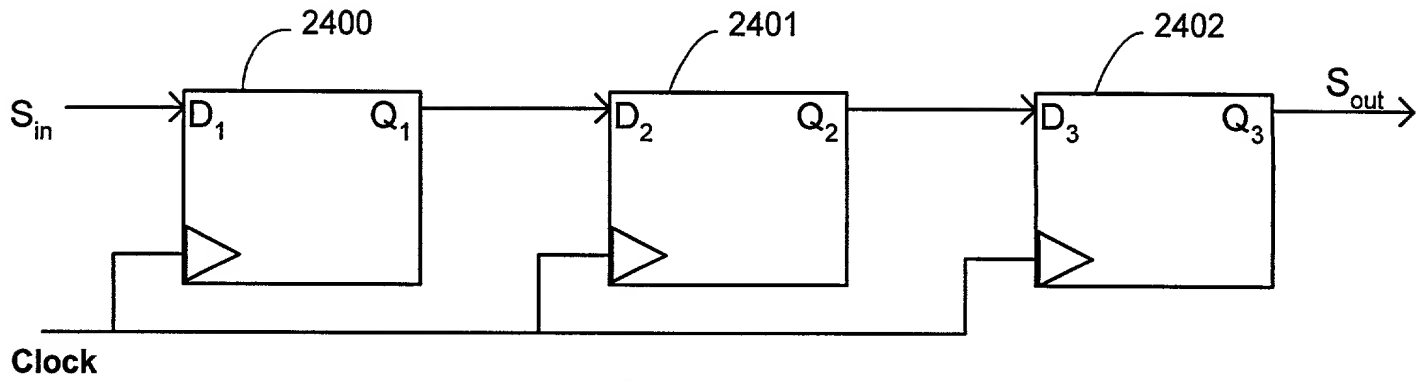


FIG. 75(A)

HOLD TIME ASSUMPTION FOR SHIFT REGISTER

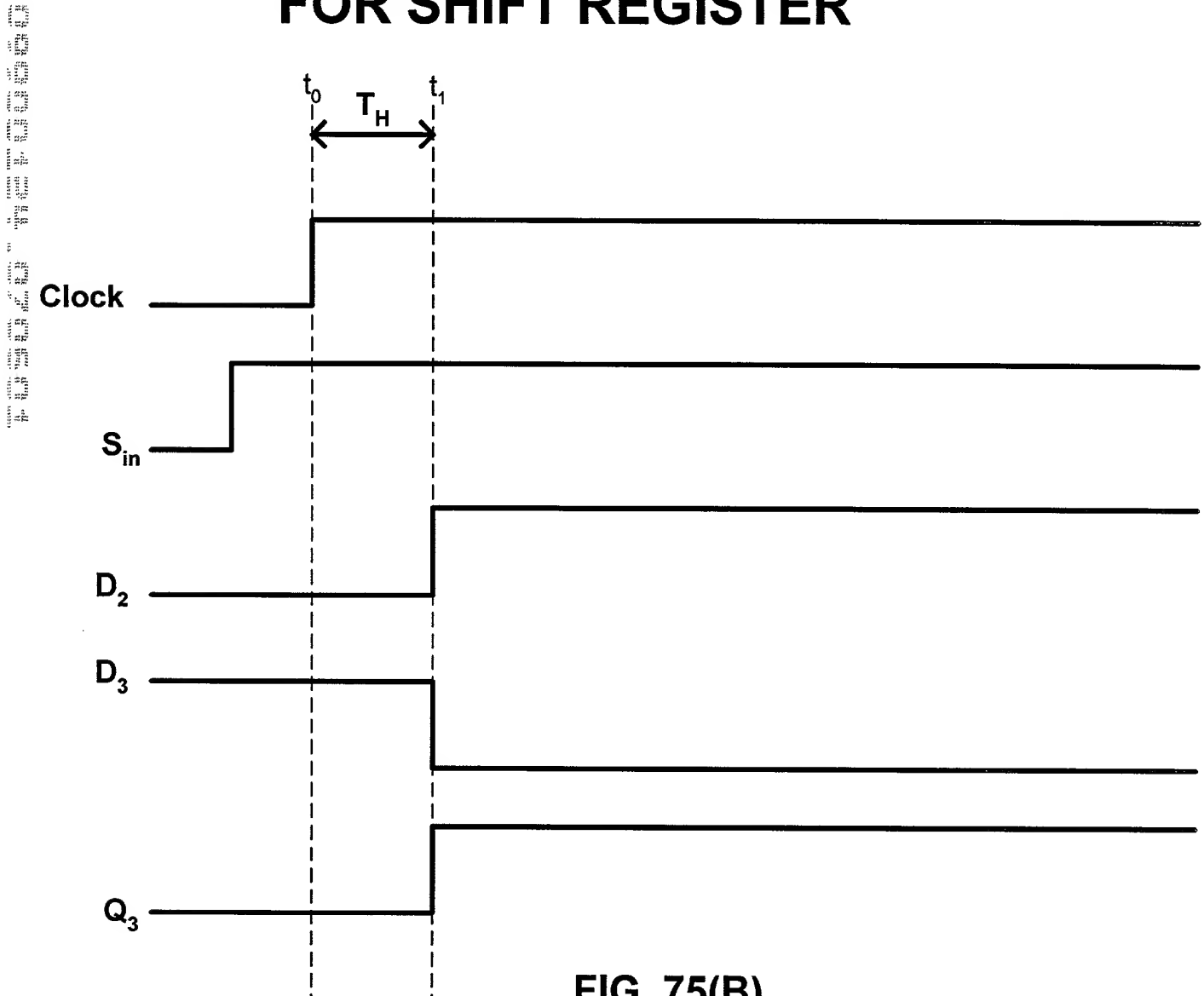
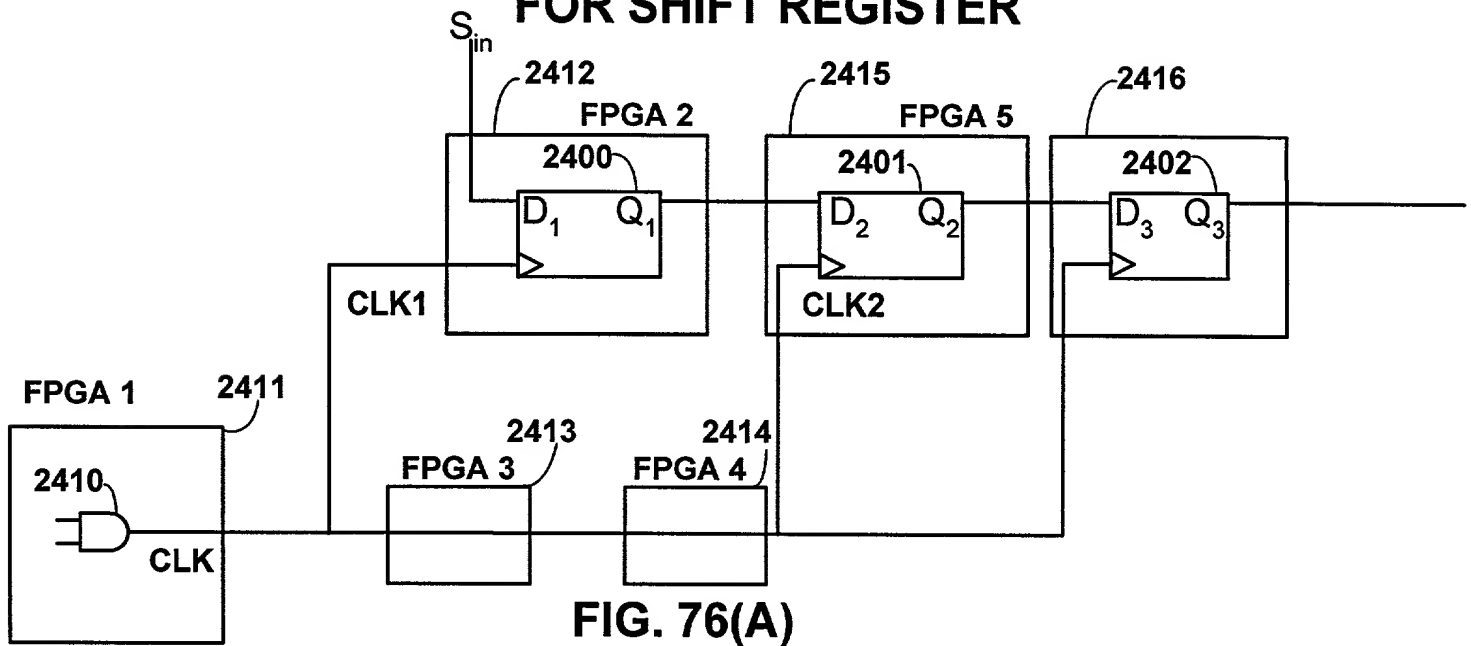
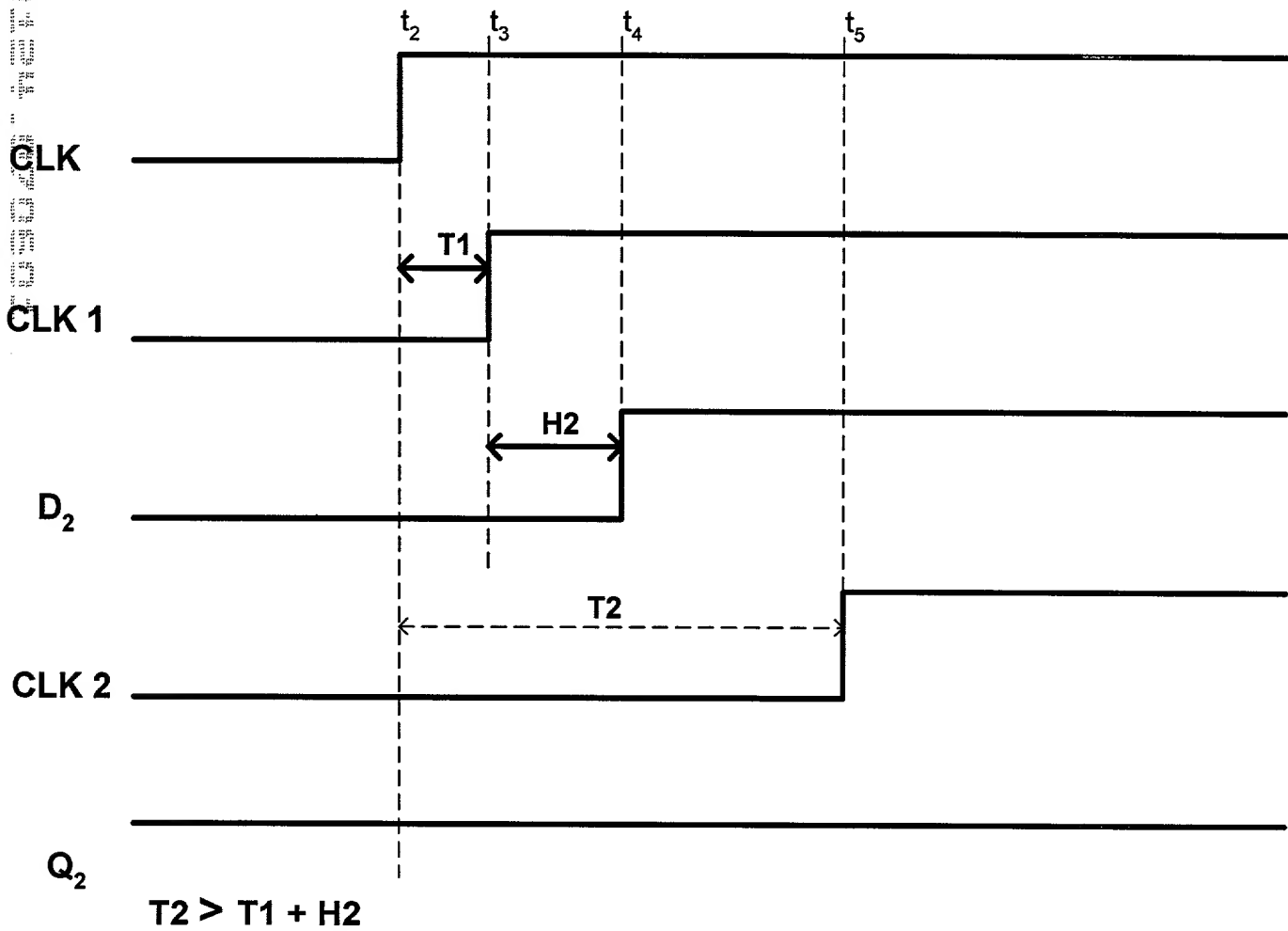


FIG. 75(B)

MULTIPLE FPGA MAPPING FOR SHIFT REGISTER



HOLD TIME VIOLATION BY LONG CLOCK SKEW



CLOCK GLITCH PROBLEM

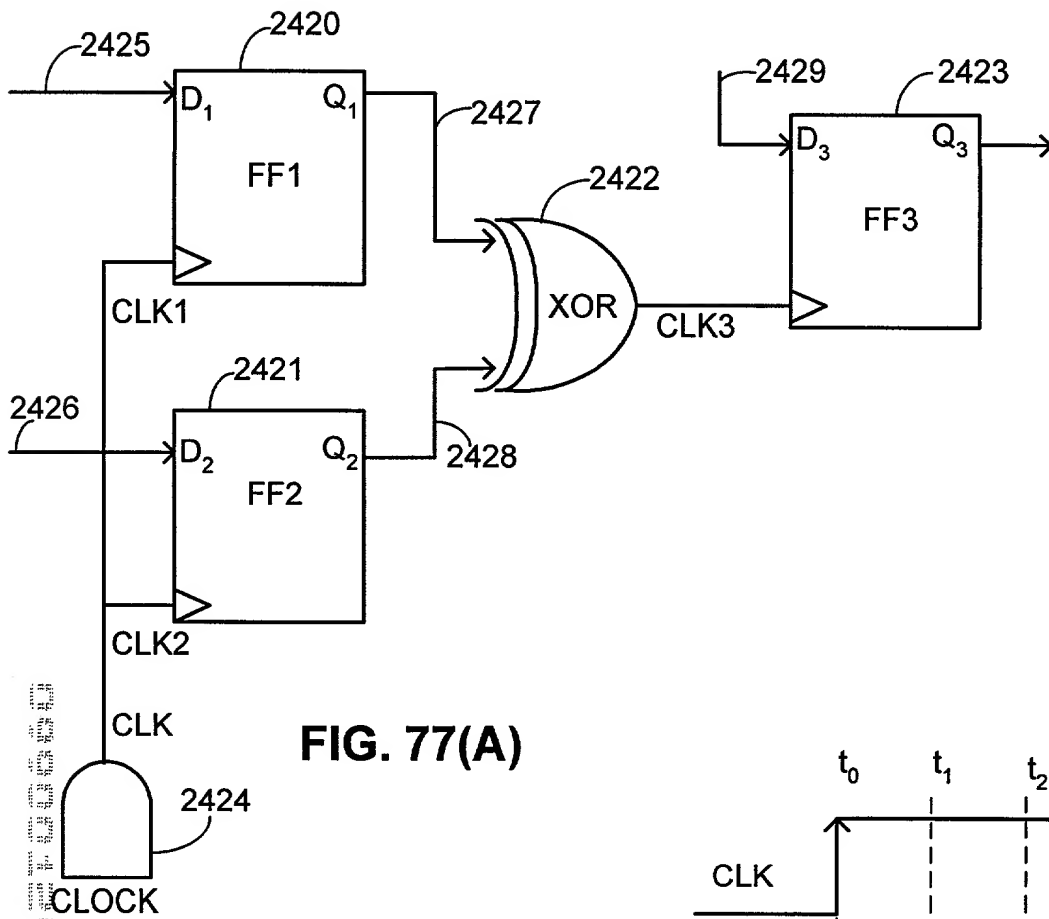


FIG. 77(A)

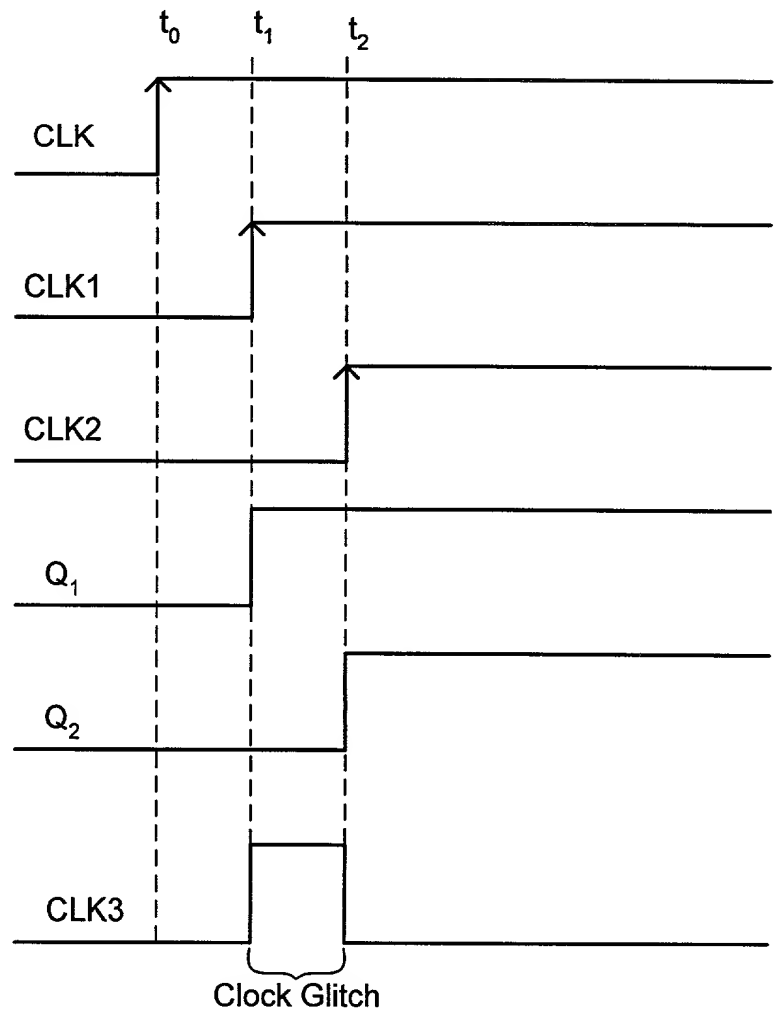
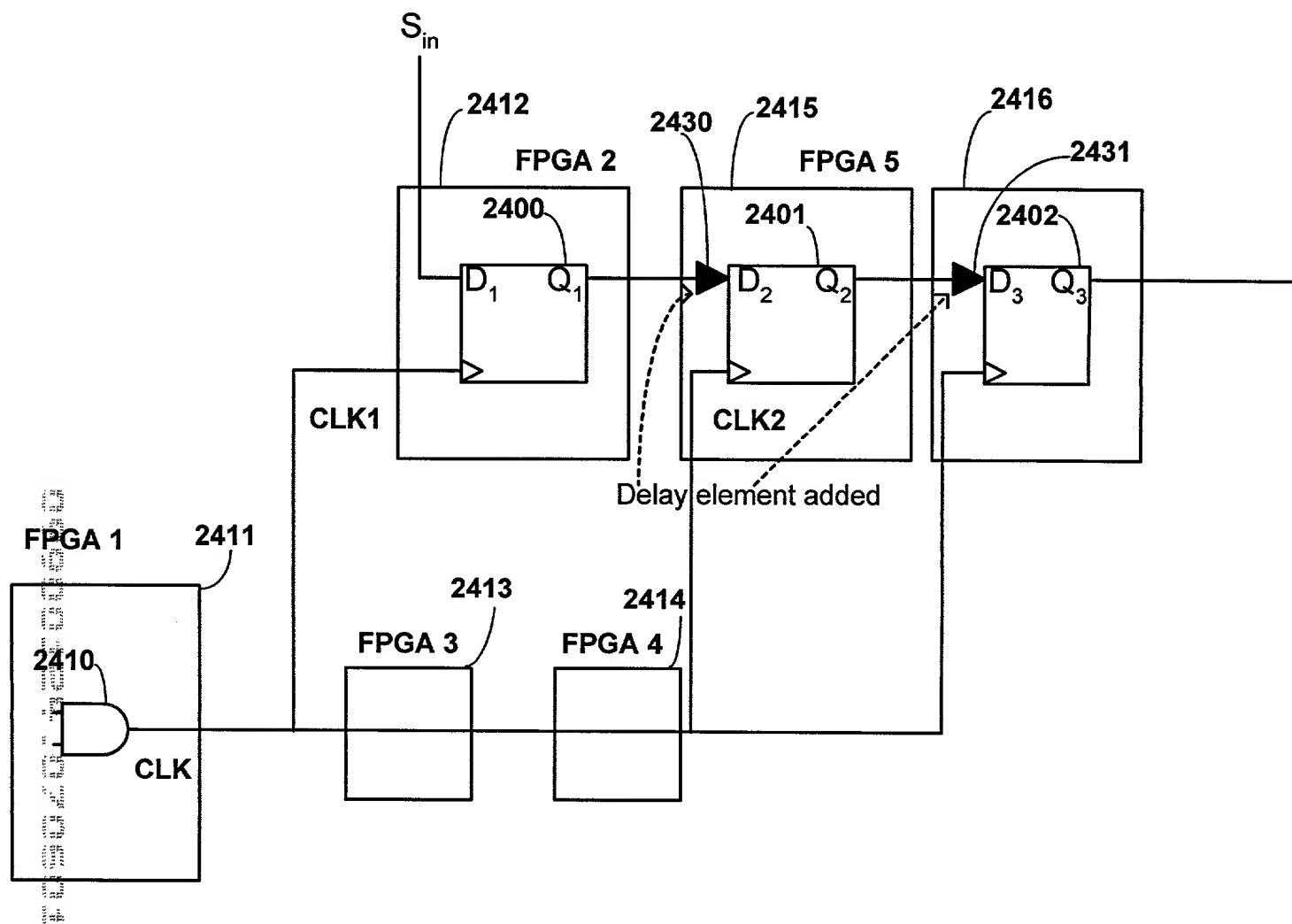


FIG. 77(B)

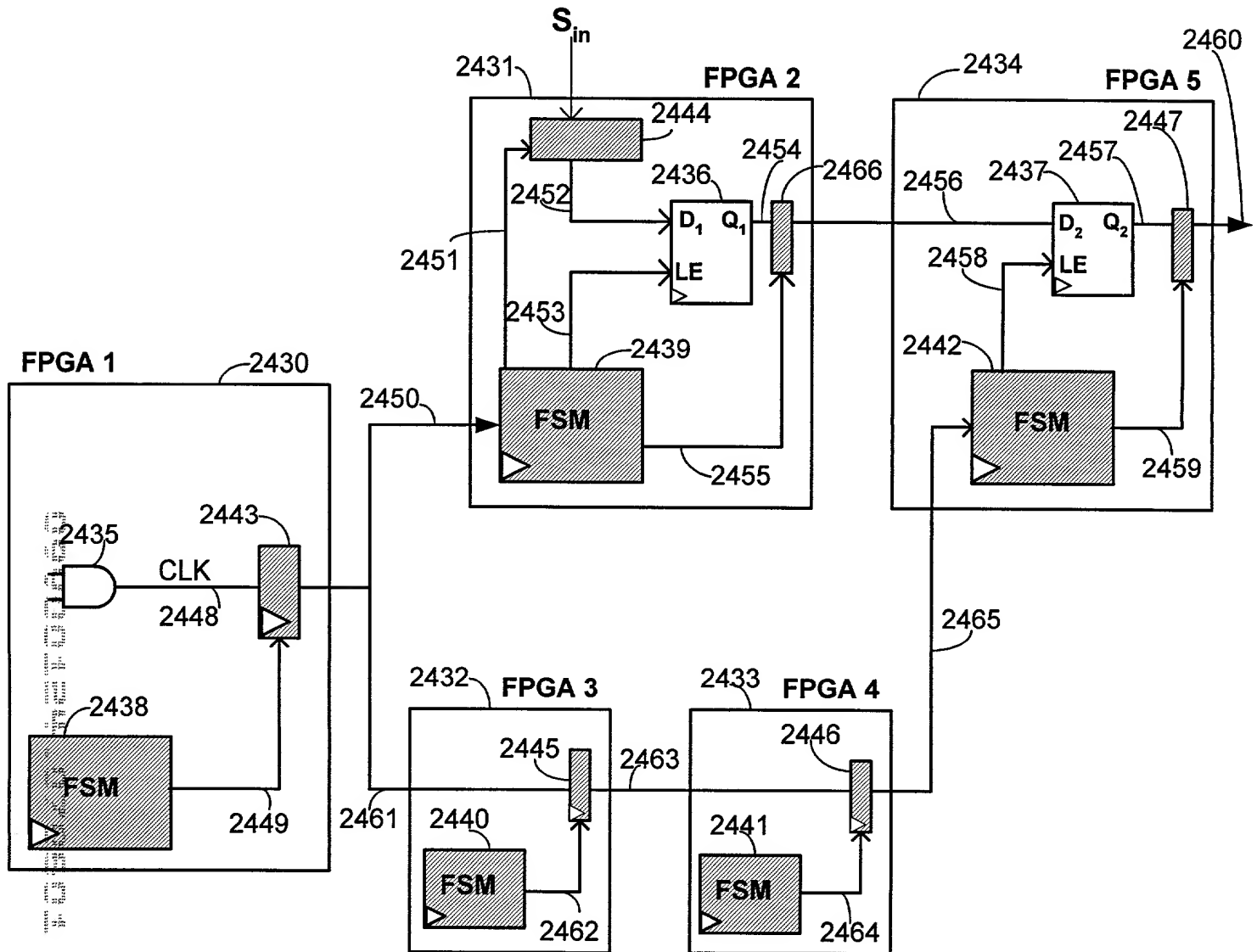
TIMING ADJUSTMENT BY ADDING DELAY



(Prior Art)

FIG. 78

GLOBAL RETIMING



Legend

▷ Controlled by the global reference clock.

▨ FSM and I/O registers for retiming control.

(Prior Art)

FIG. 79

TIGF LATCH

Original Latch

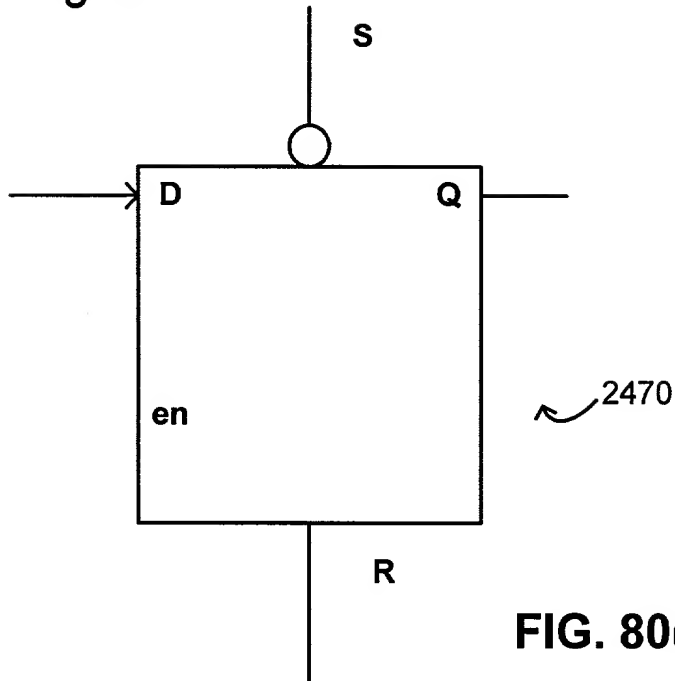


FIG. 80(A)

TIGF Latch

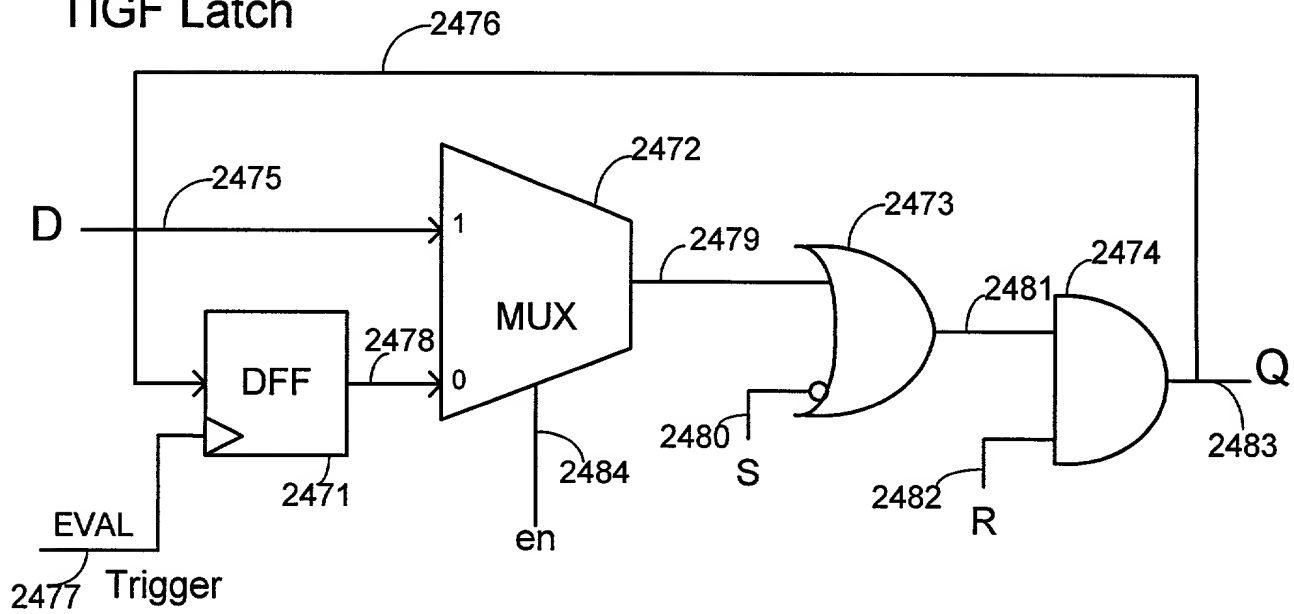


FIG. 80(B)

TIGF DFF

Original DFF

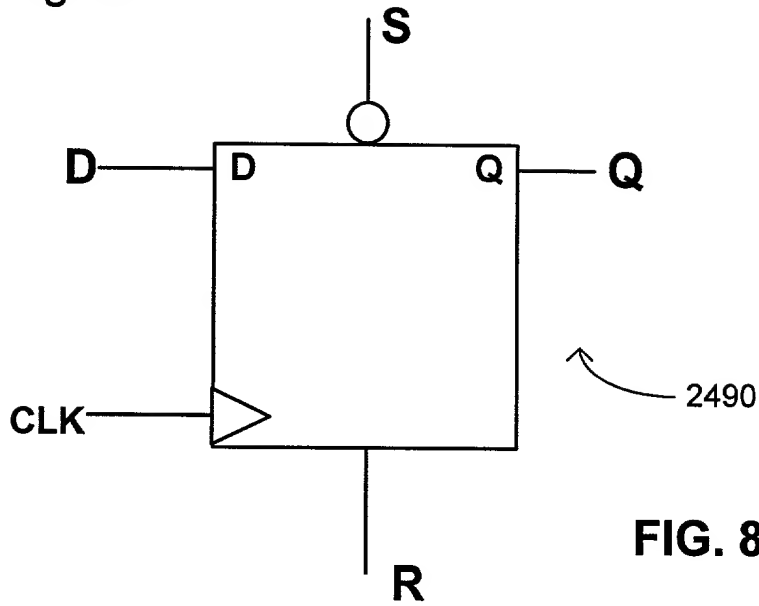


FIG. 81(A)

TIGF DFF and Edge Detector

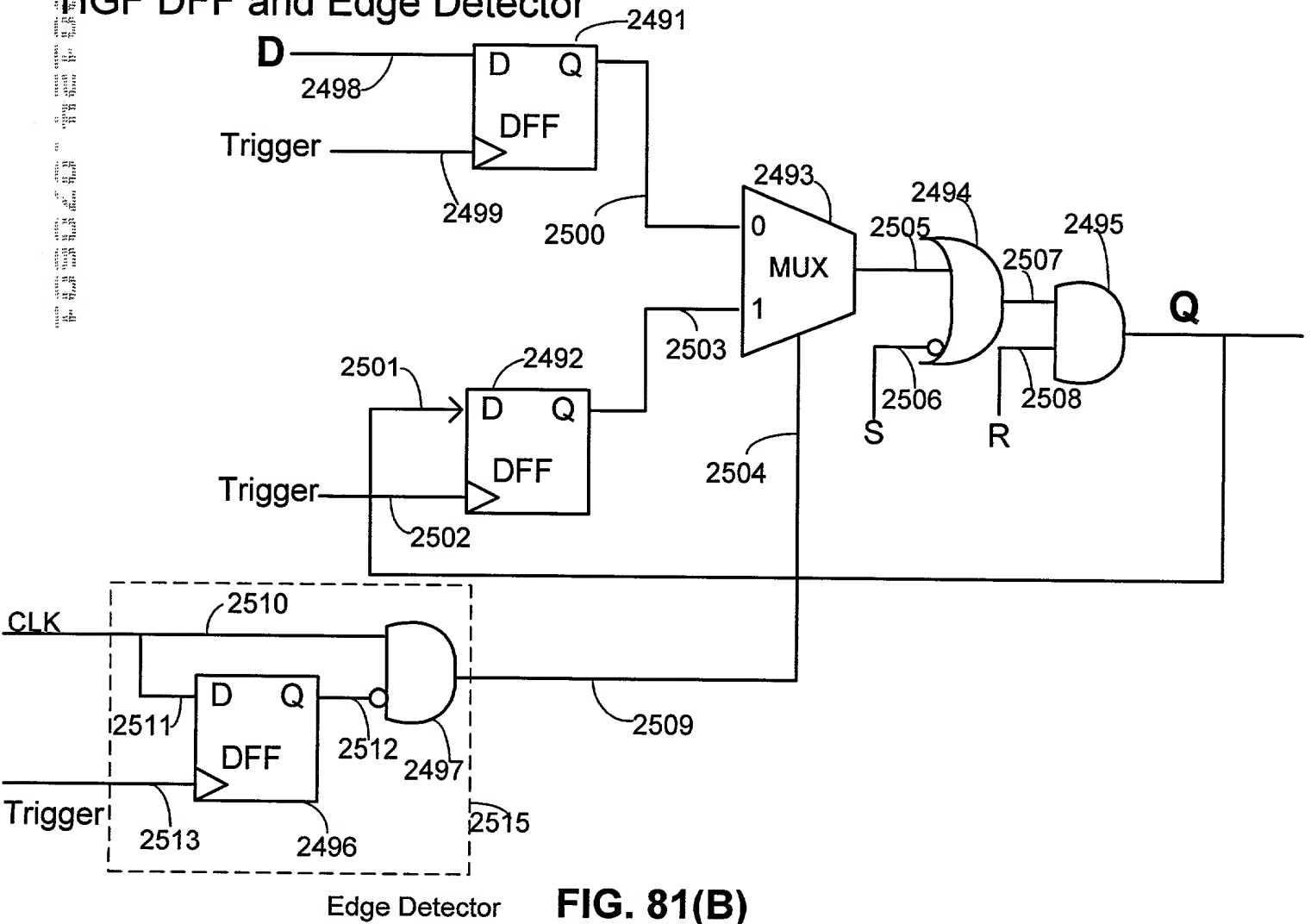


FIG. 81(B)

GLOBAL TRIGGER SIGNAL

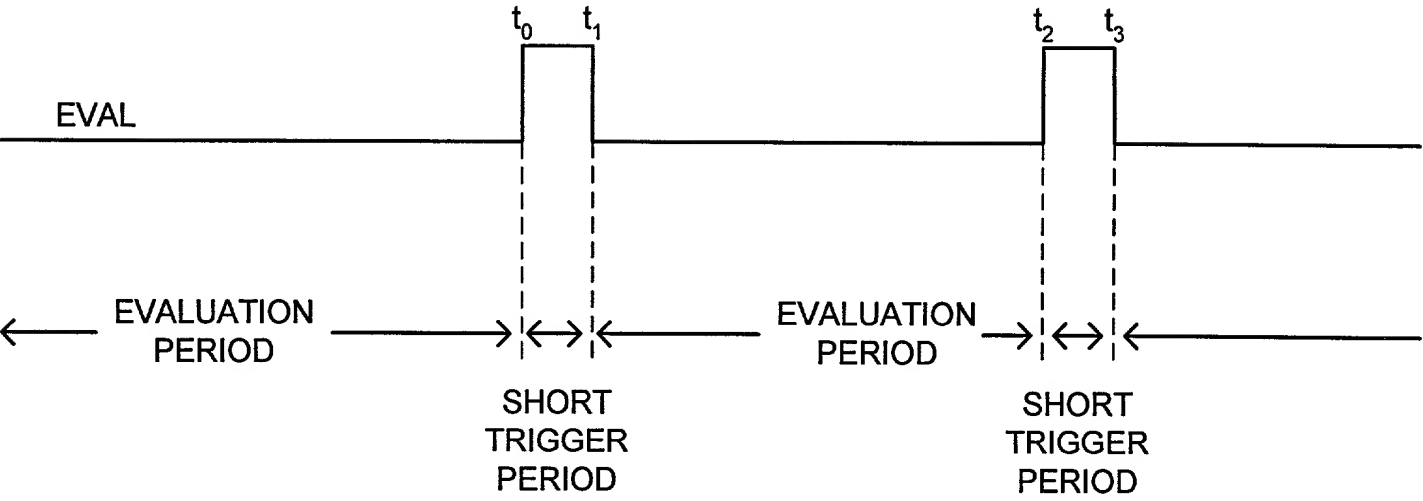


FIG. 82

RCC System

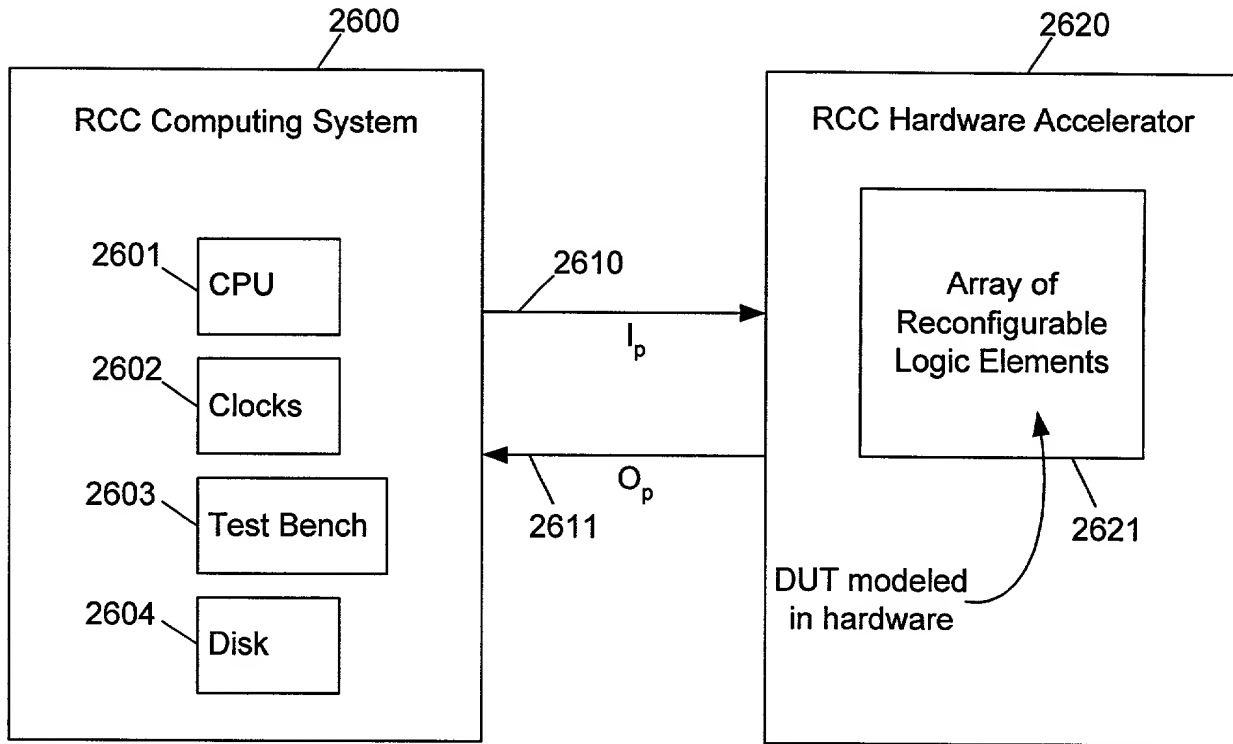


FIG. 83

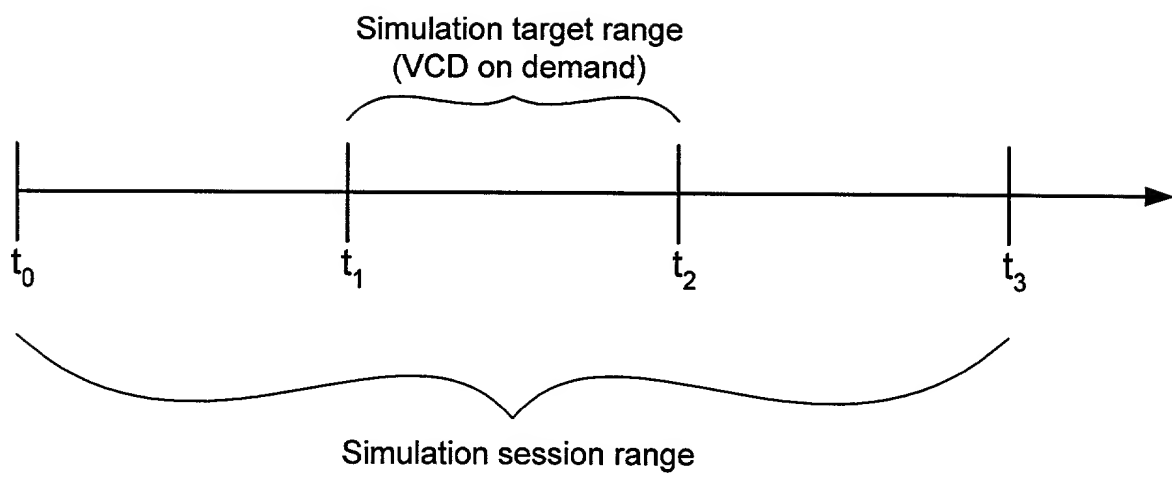


FIG. 84

SINGLE-ROW FPGA PER BOARD

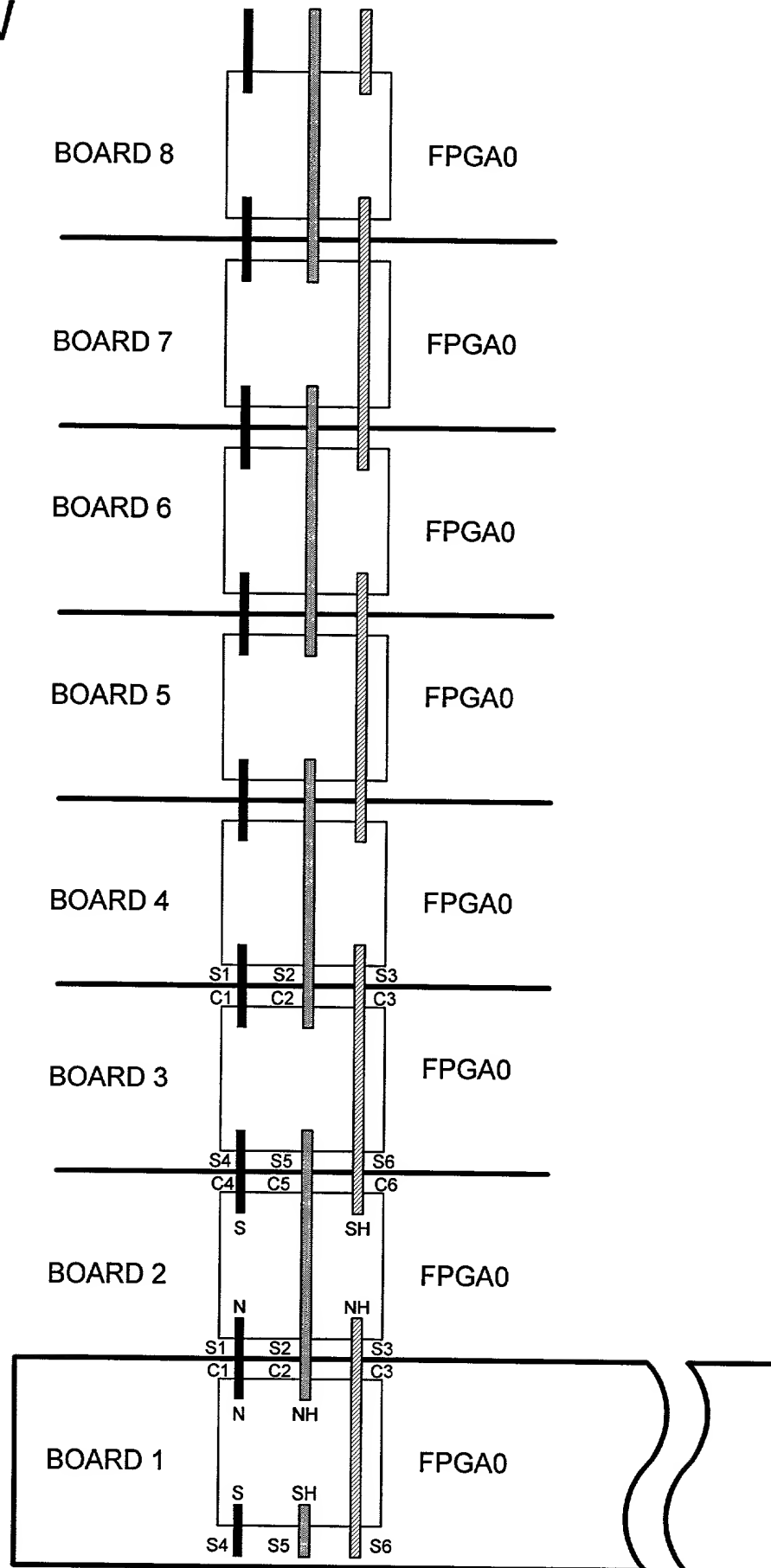


FIG. 85

TWO-ROW FPGA PER BOARD

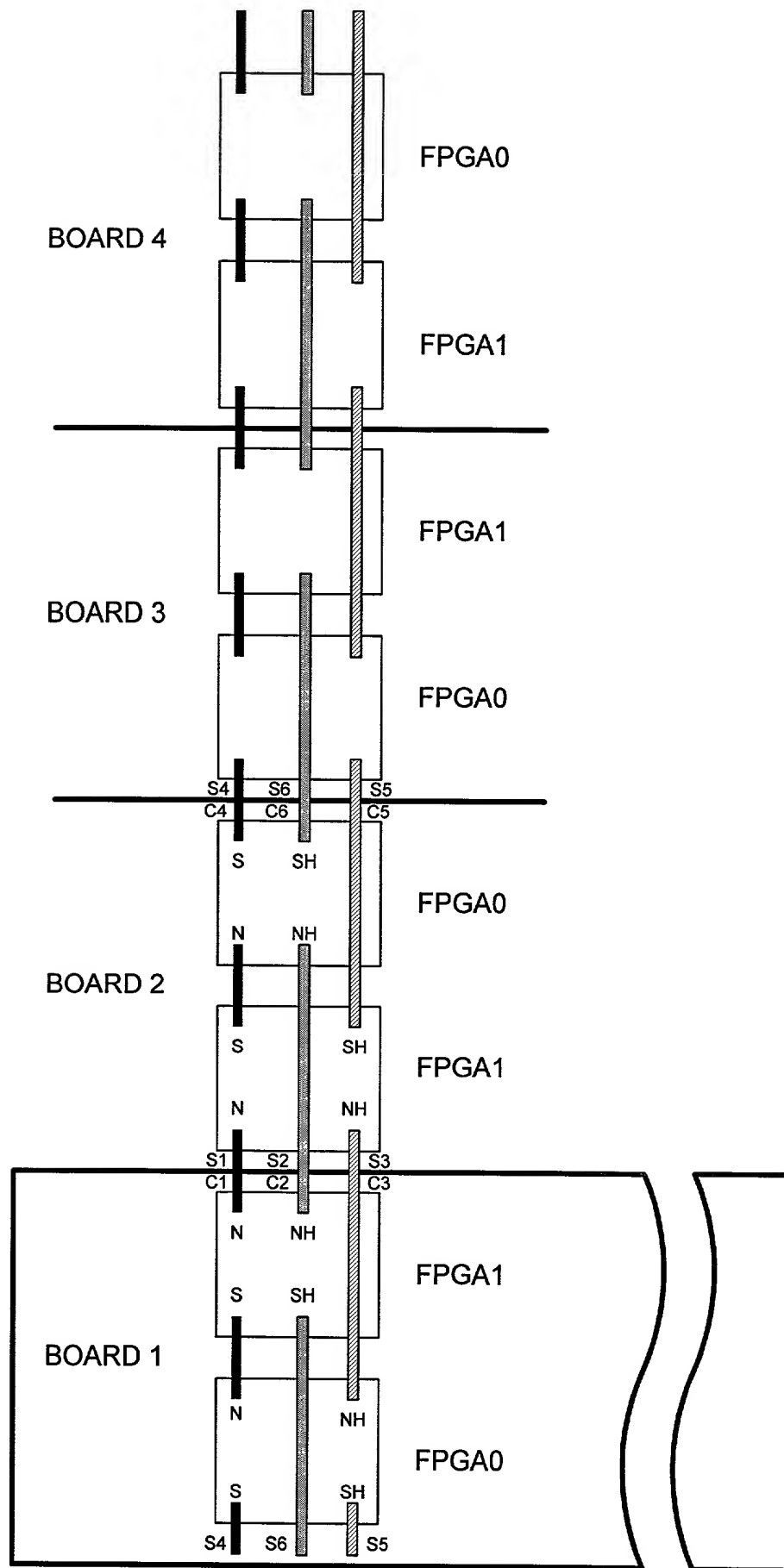


FIG. 86

THREE-ROW FPGA PER BOARD

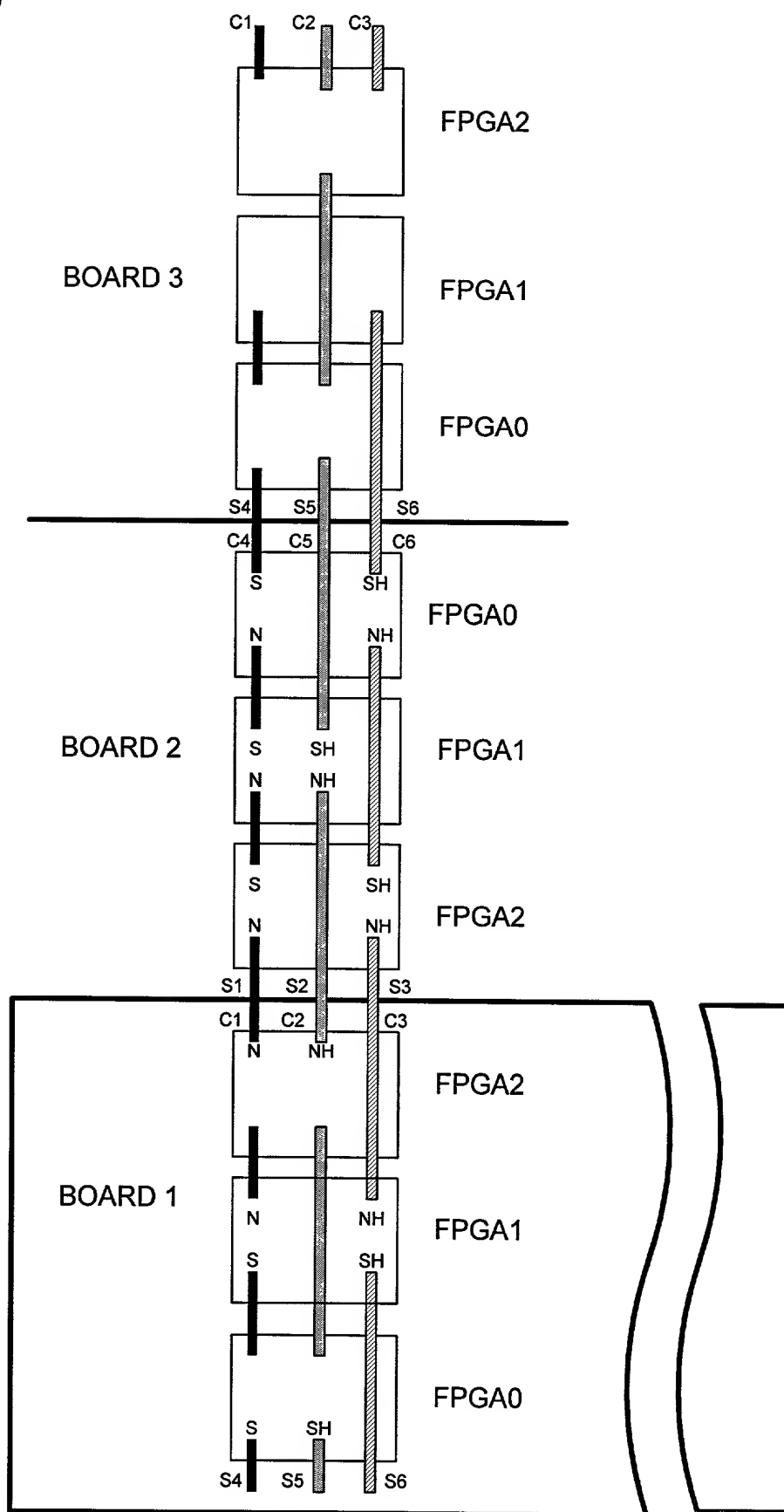


FIG. 87

FOUR-ROW FPGA PER BOARD

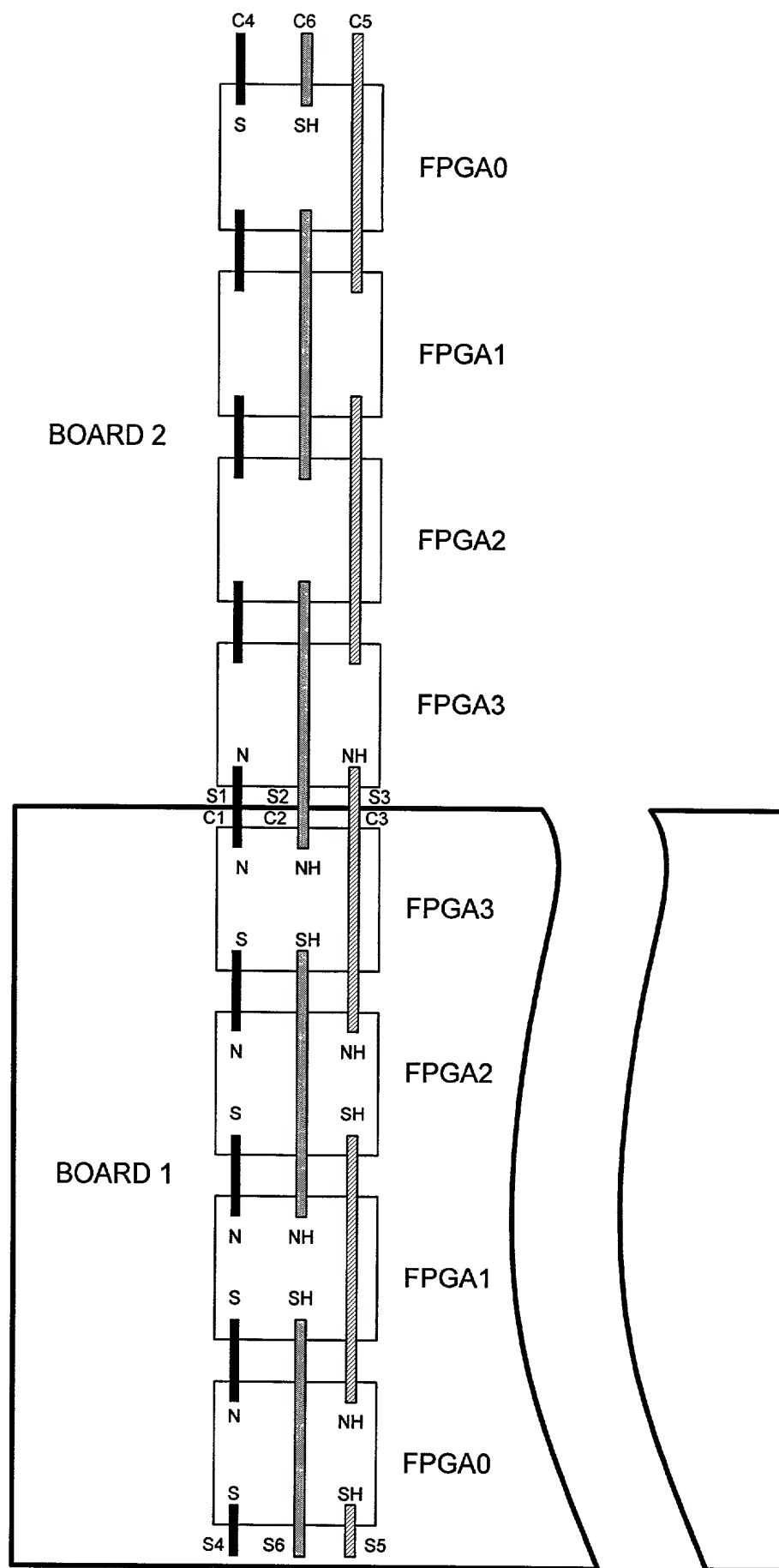


FIG. 88

INTERCONNECT FOR THREE-ROW PER BOARD

I/O Signals	Odd Board	Even Board	Common Board
	Connector-Group Pin-position	Connector-Group Pin-position	Connector-Group Pin-position
FPGA2_N	C1	S1	C1, S1
FPGA2_NH	C2	S3	C2, S3
FPGA1_NH	C3	S2	C3, S2
FPGA0_S	S4	C4	C4, S4
FPGA0_SH	S5	C6	C6, S5
FPGA1_SH	S6	C5	C5, S6

FIG. 89

FIG. 90 is a block diagram of a system 2700. The system 2700 includes a Global Control block 2701, a PDC block 2702, a LD block 2703, and a Next Input block 2704. The Global Control block 2701 is connected to the PDC block 2702. The PDC block 2702 is connected to the LD block 2703. The LD block 2703 is connected to the Next Input block 2704. The system 2700 also includes four FPGA blocks: FPGA0 2710, FPGA1 2711, FPGA2 2712, and FPGA3 2713. Each FPGA block contains a PD block (2704, 2705, 2706, 2707) and a CLK input. The PD blocks are connected to each other via a Global Propagation line 2714. The PD blocks are also connected to each other via a1, a2, b1, b2, c1, and c2 lines. The PD blocks are also connected to each other via d1 and d2 lines.

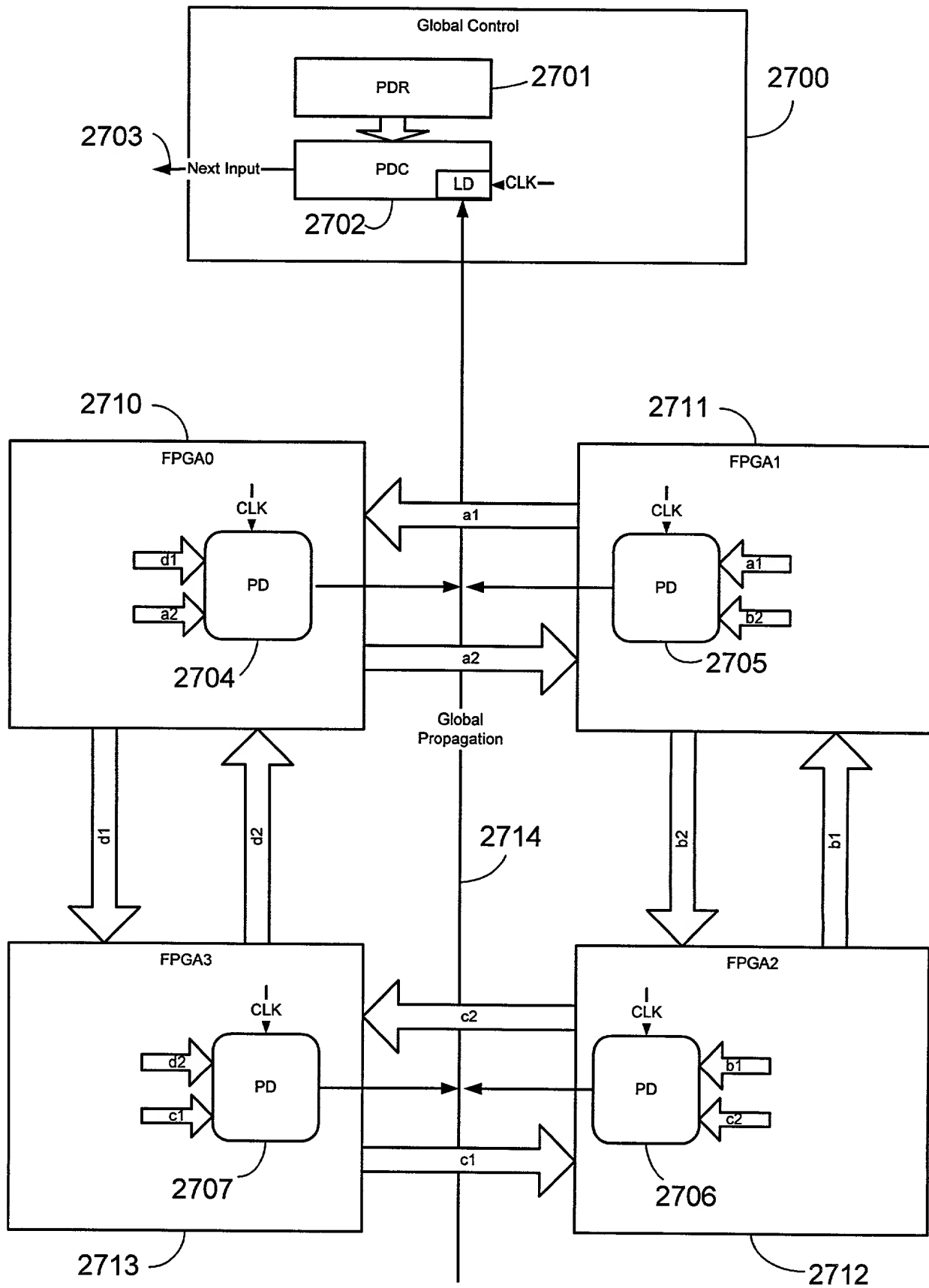


FIG. 90

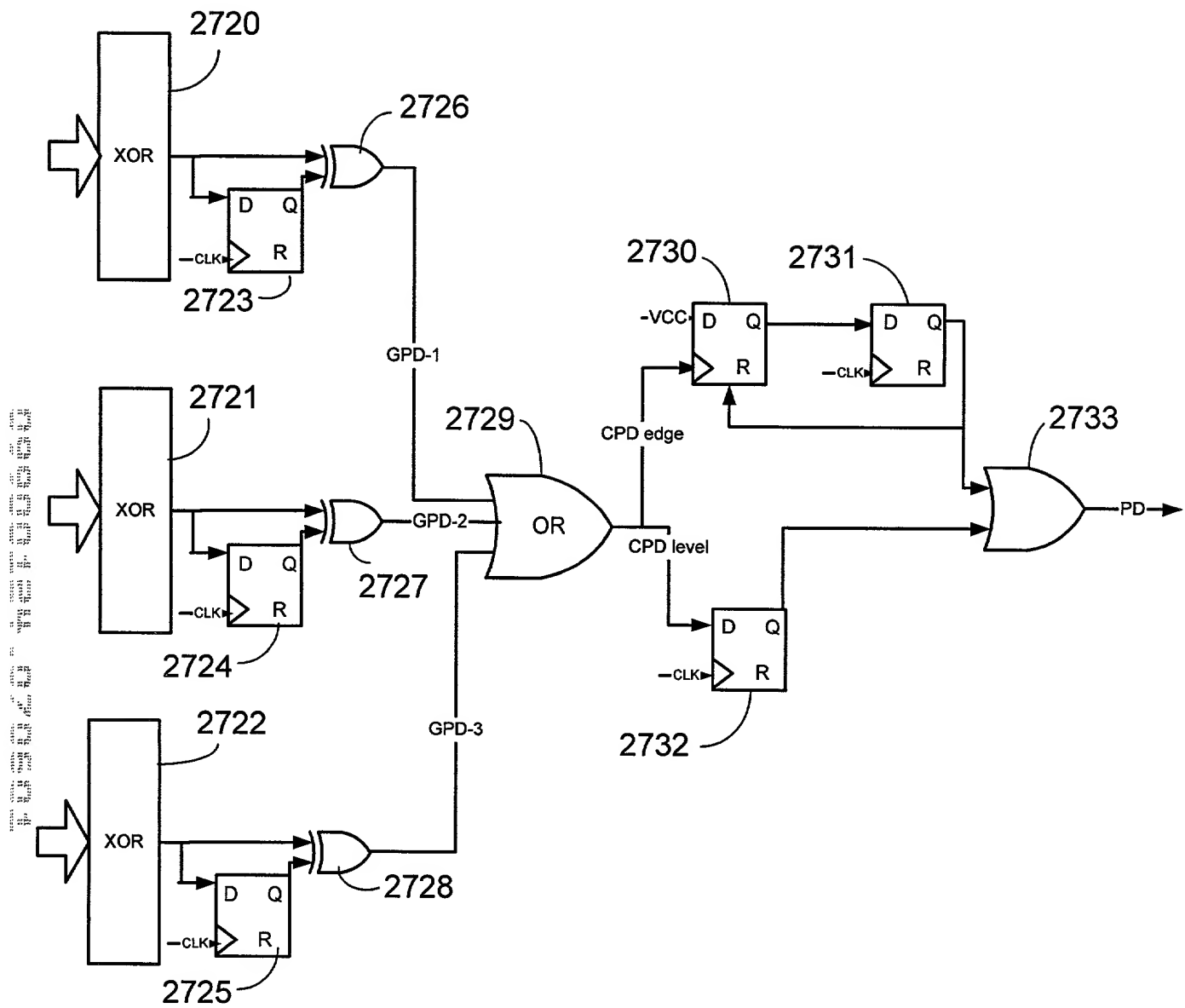


FIG. 91

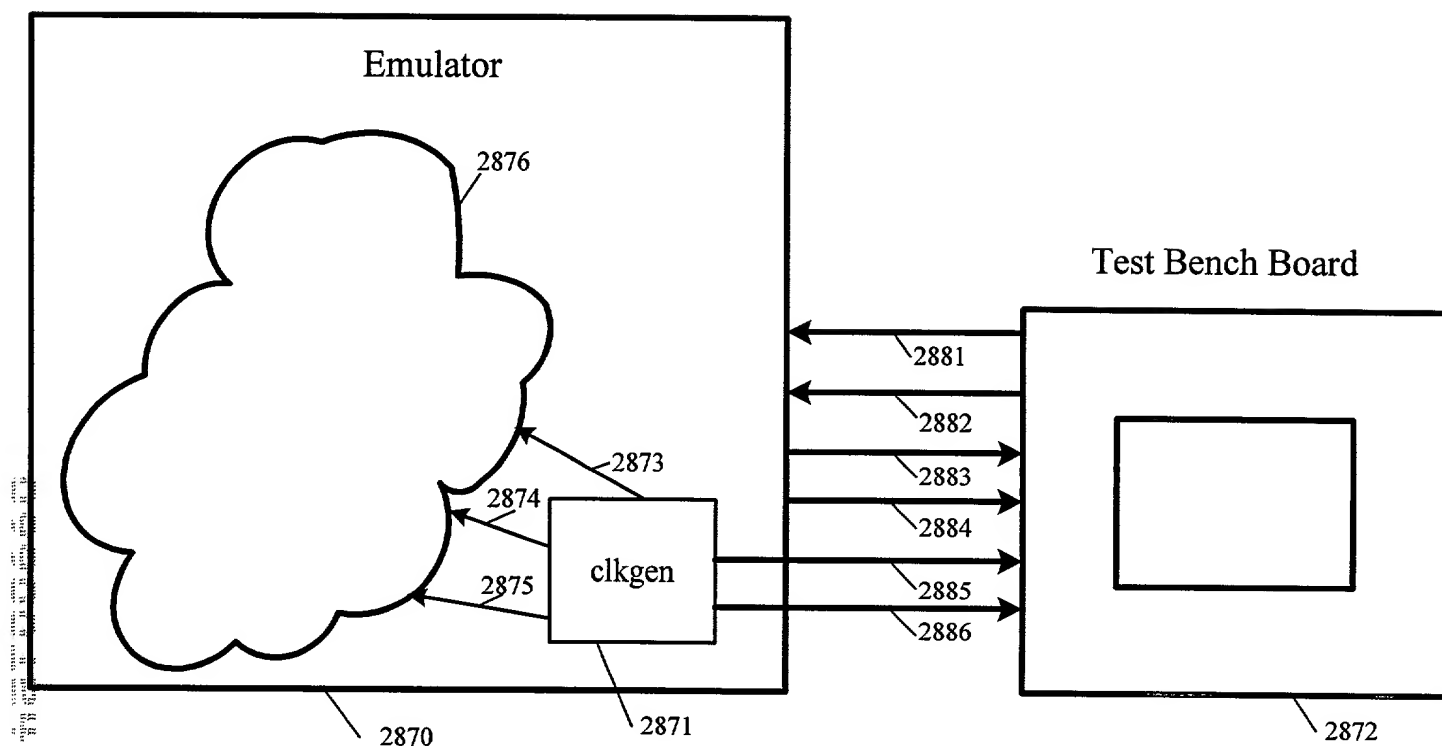


FIG. 92

Clock Specification

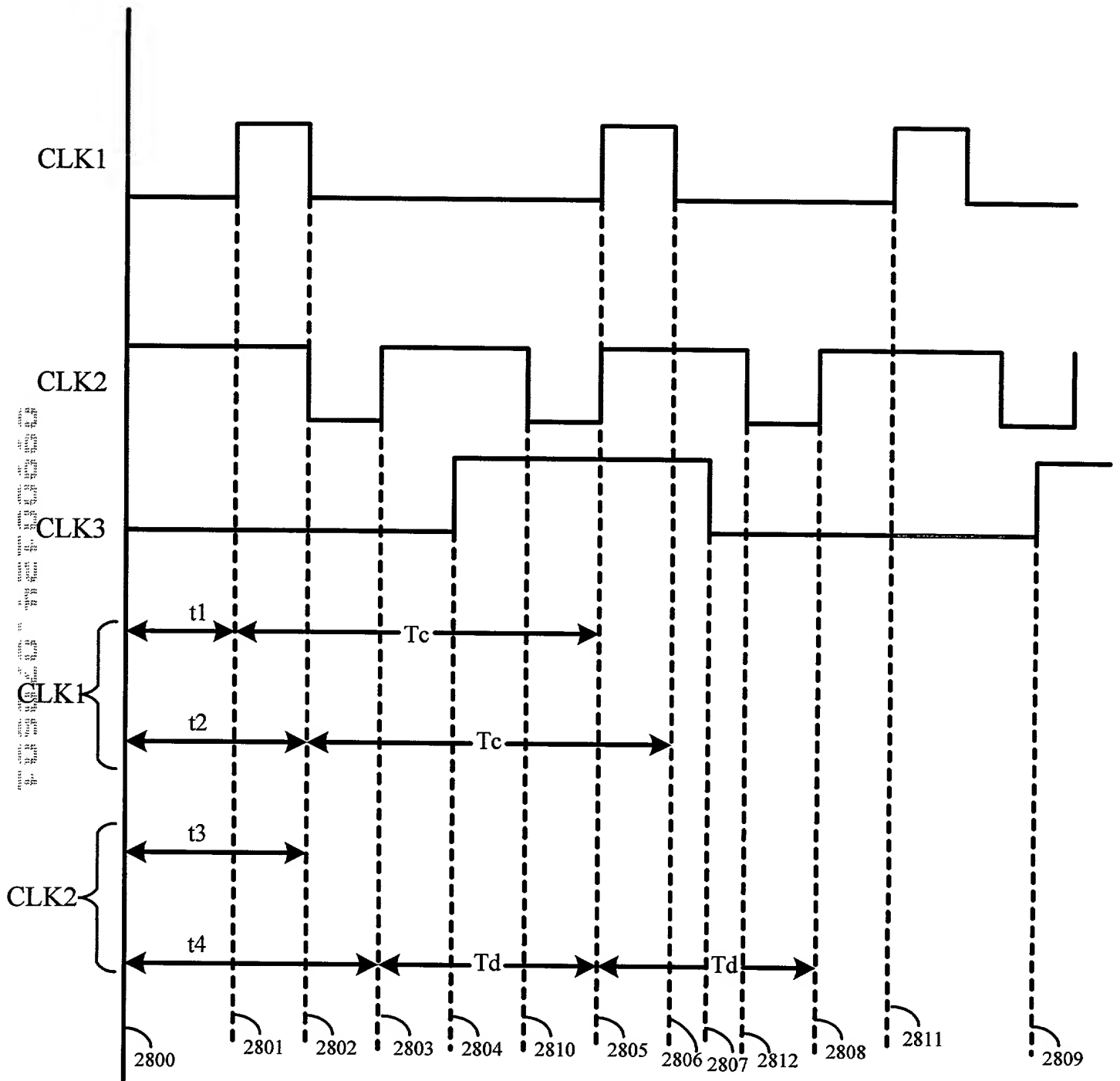


FIG. 93

Clock Generation Scheduler w/ Slices

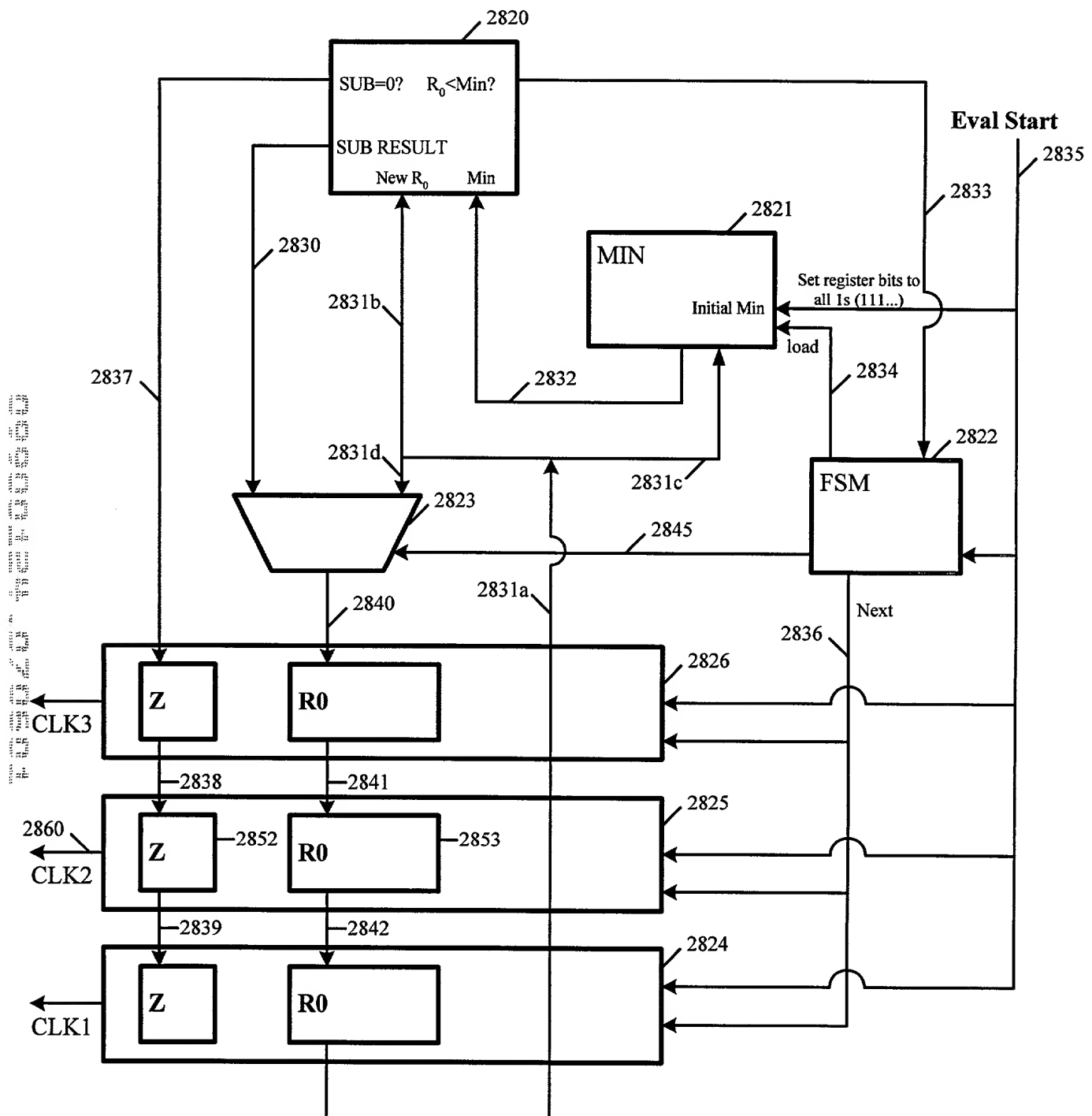


FIG. 94

Clock Generation Slice

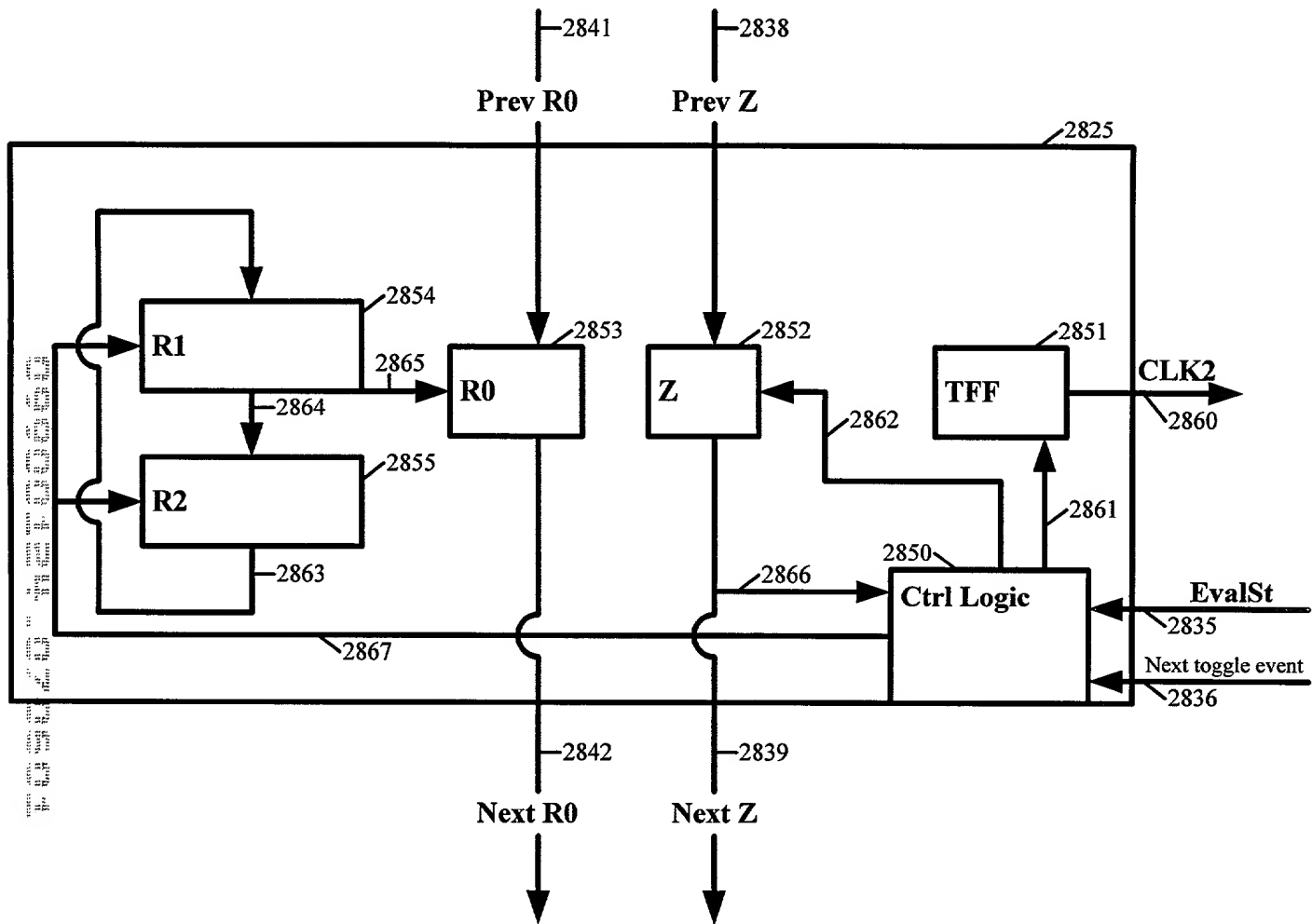


FIG. 95

Clock Generation Scheduler and Slices

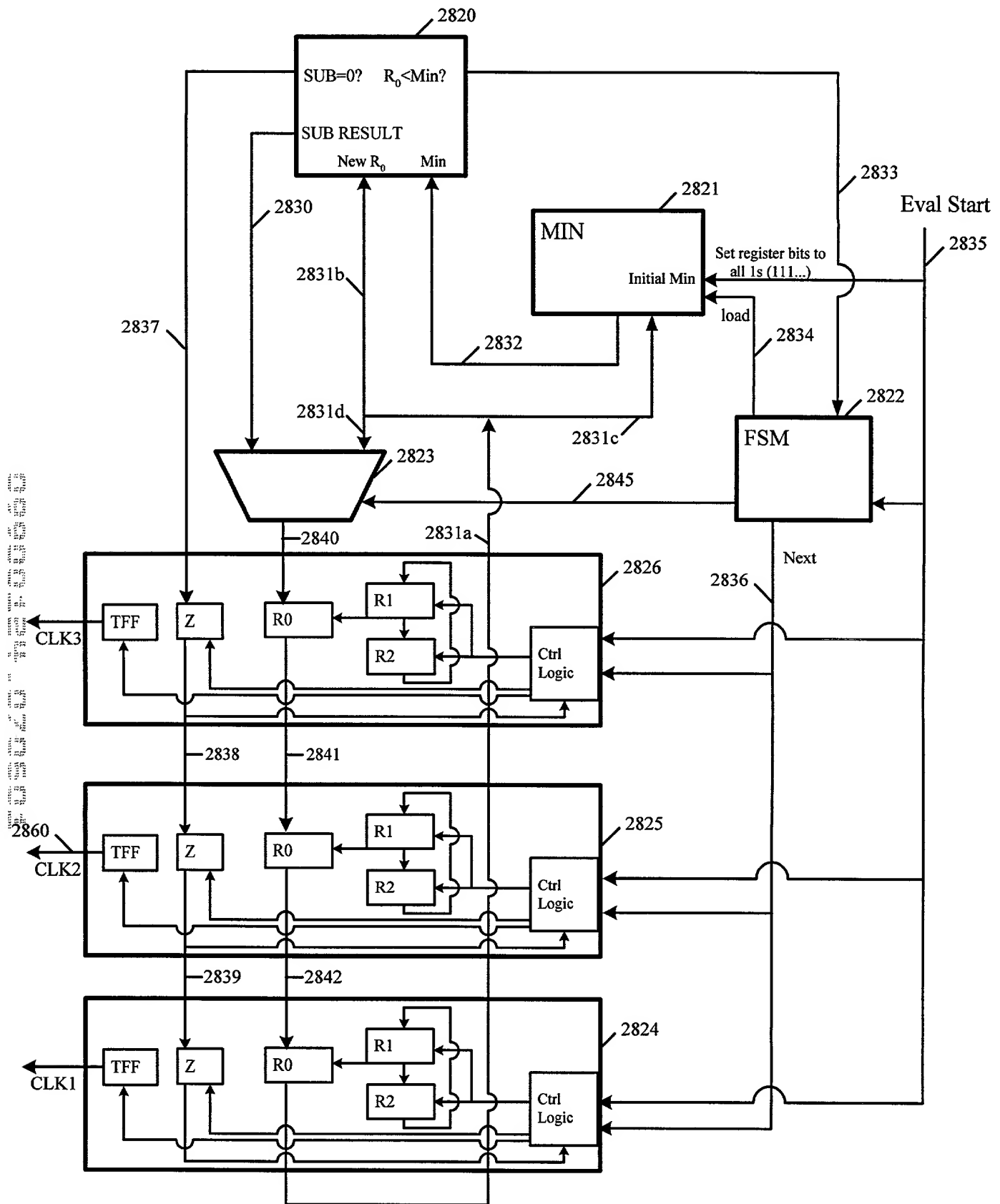


FIG. 96

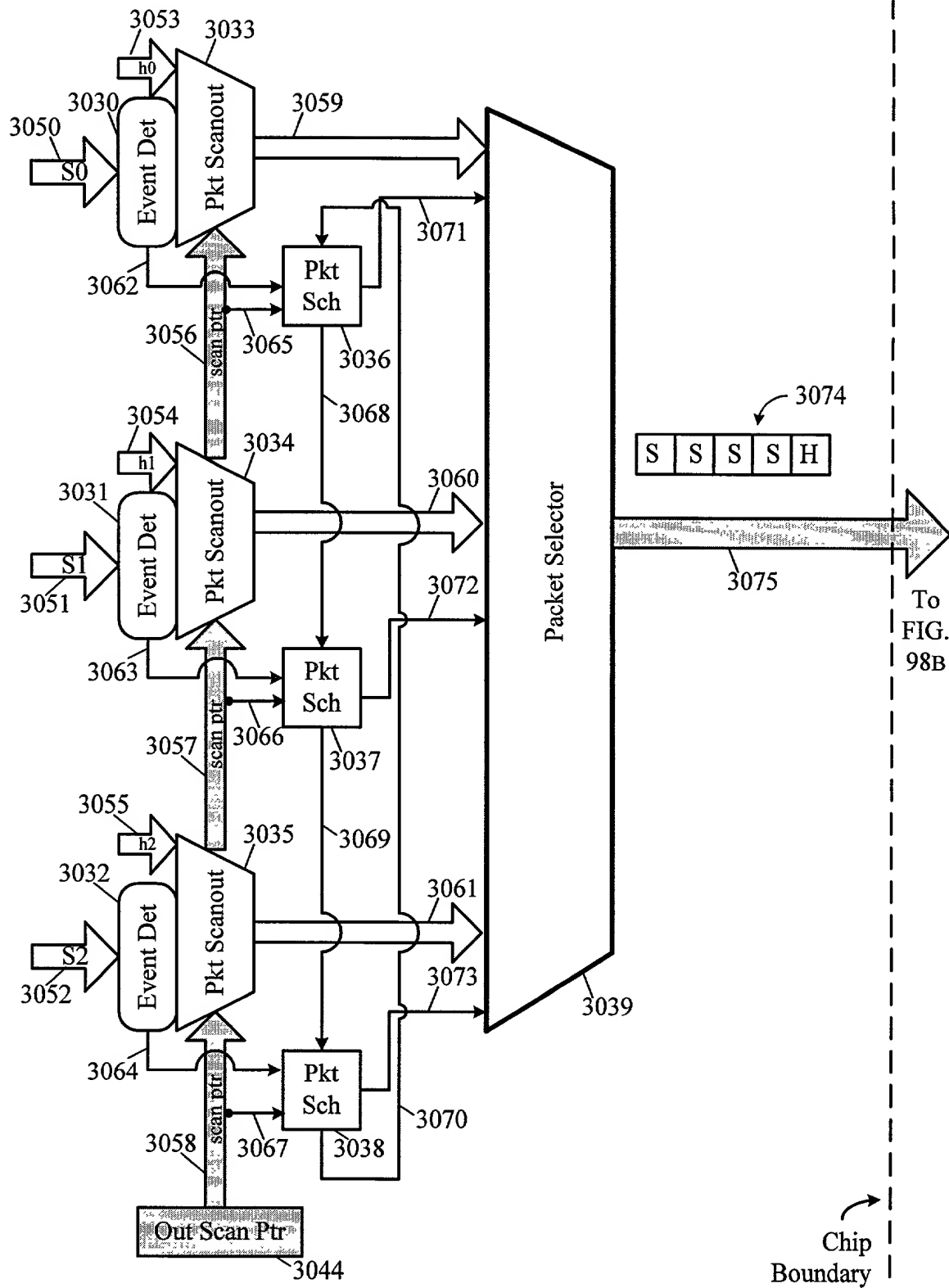


FIG. 98A

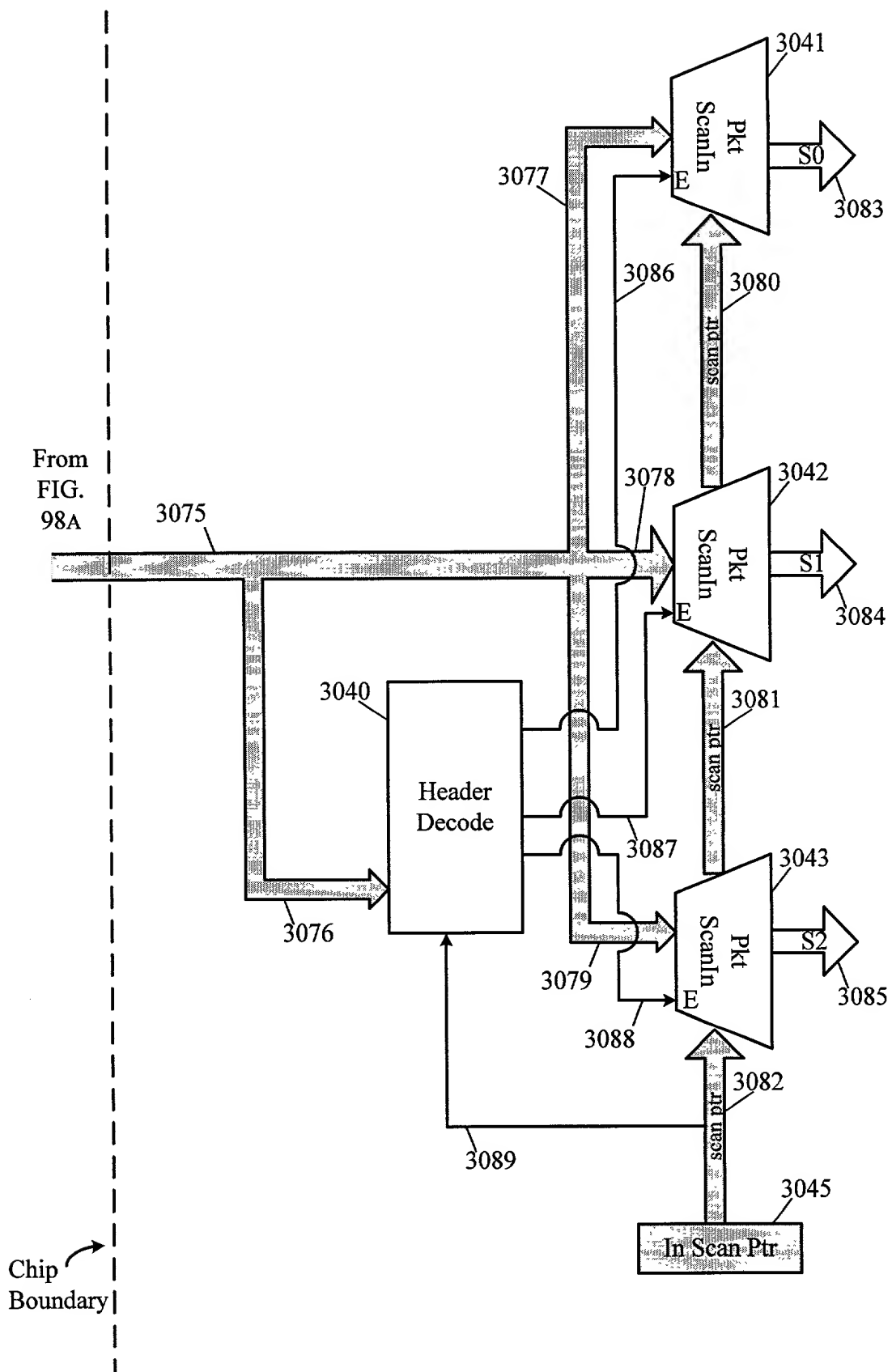


FIG. 98B